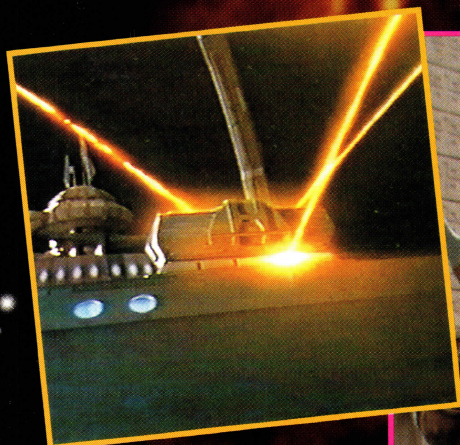




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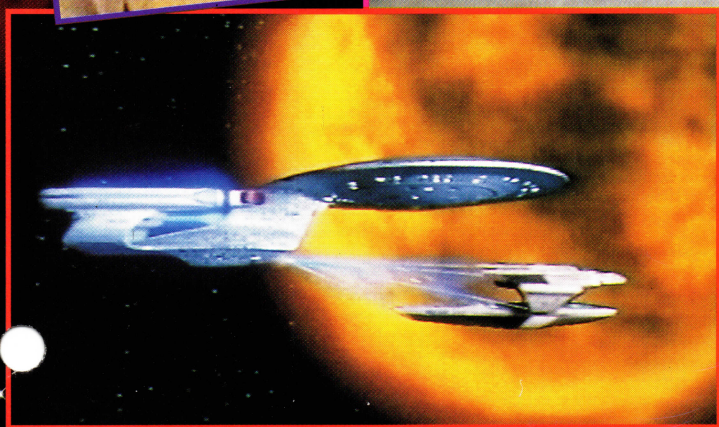
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Published by Fabbri Publishing Ltd.  
Elme House  
133 Long Acre  
London WC2E 9AW

Produced by Aerospace Publishing Ltd.  
179 Dalling Road  
London W6 0ES

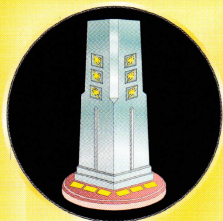
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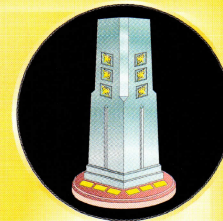


GALACTIC  
ARCHEOLOGY

# The Guide to the STAR TREK Galaxy

FILE 6

CARD 3



GALACTIC  
ARCHEOLOGY

## THE TOX UTHAT

The **Tox Uthat**, an archeological myth shrouded in mystery, is actually a powerful device from the 27th century which has been hidden in the past. **Jean-Luc Picard** must prevent it from falling into the wrong hands.

For generations, many myths and legends have inspired archeologists and criminals alike to search for artifacts which may or may not exist. One such legend tells of a visitor from the future, who leaves behind a mysterious device known as the **Tox Uthat**.

Numerous archeologists have searched far and wide for the fabled artifact, though what the Tox Uthat actually did, and who created it, remains a mystery for many years.

While **Captain Jean-Luc Picard** is on vacation on the pleasure planet **Risa** in 2366, he learns that the legend is, in fact, true. He encounters two **Vorgons**, who claim to have been sent from the future to retrieve the powerful device.

### Unexpected discovery

The Vorgons tell Picard that the Tox Uthat is actually the invention of a mid-27th-century scientist named **Kal Dano**. The device is a quantum phase inhibitor, capable of

▶ *Although a powerful potential weapon, the Tox Uthat itself is a palm-sized crystal, which is small enough to fit inside the top half of the Risian symbol of sexuality. This is where Vash hides it from Picard, Sovak, and the Vorgons.*

stopping all nuclear reactions within a star. When criminals attempt to steal the device from Dano, he flees to the past and, determined to keep it out of the wrong hands, hides the Tox Uthat in the 22nd century. The Vorgons tell Picard that they are



### VASH FINDS MORE THAN SHE EXPECTED



▶ *Vash is a dedicated archeologist who has spent most of her career looking for the Tox Uthat, working from the research of her mentor, Dr. Samuel Estragon. Ironically, if Dr. Estragon had not been so successful, the Tox Uthat would not have been destroyed.*

▶ *Captain Picard and Vash soon fall for each other, and enjoy a brief holiday fling. Their romance is later rekindled when Vash attends a Federation Archeology Council symposium, held aboard the U.S.S. ENTERPRISE NCC-1701-D in 2367.*

### Romance on Risa

**Risa** is a tropical paradise planet, famous for its beautiful beaches, holiday resorts, and open sexuality. It is recommended to Captain Picard by his First Officer, **Will Riker**. Picard does not take the holiday looking for romance, but finds it nonetheless, with Vash – her love of archeology, a subject he has been interested in all his life, combined with her strong personality and physical beauty, attract the captain to her. She is happy to return his interest.



the security team assigned to protect the device and, ever since they failed, they have been attempting to track it down.

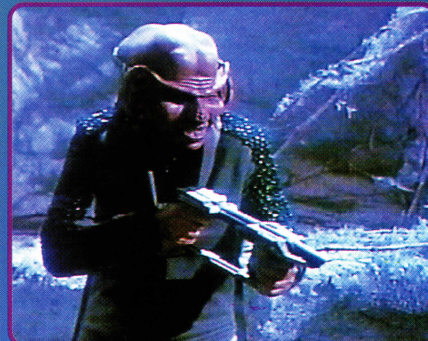
### Object of desire

Neither the Vorgons nor any other hopeful searchers uncover the Tox Uthat, but **Dr. Samuel Estragon** comes very close in the 24th century, spending half his life looking for the powerful, palm-sized crystal. Though he is never able to complete his work, his assistant, Vash, takes over. His cryptic notes lead her

to **Risa**, where she locates the crystal in subterranean caves, which lie about 29 kilometers due east of the Risian vacation complex.

The cavern where Dano chose to bury his amazing invention is dark, damp and primeval. Shafts of moonlight, streaking in through natural fissures in the ceiling, are the only

▶ *Like all Ferengi, Sovak's interest in anything is driven by the profit potential it holds. He is looking for the Tox Uthat so that he can sell it to the highest bidder. He is likely to receive plenty of offers.*





light source. As Vash knows that others, including Picard, a **Ferengi** named **Sovak**, and the **Vorgons** are engaged in a race to find the legendary crystal, she hides it.

The Tox Uthat is a crystal cube, small enough to fit inside the top half of the Risian symbol of sexuality, the **Horga'hn**, and it is here that Vash deposits it, to keep it away from Picard and Sovak. Picard believes it is dangerous to have such a device from the future in the present, while Sovak, in typically Ferengi manner, wants to sell it to the highest bidder.

## Safe from the Vorgons

By finding the Tox Uthat first, and hiding it in the Horga'hn, Vash inadvertently keeps it out of the **Vorgons'** hands too. This is lucky, as the alleged security team have murky motives: they are really criminals from the future, desperate to possess the dangerous device. Vash, who has spent five years of her life in pursuit of the Tox Uthat, is familiar with all of the rumors and myths surrounding it. She tells Picard that one of those rumors says two Vorgons, a male and a female, tried to steal the device in Dano's own time. To keep the Tox Uthat out of unscrupulous hands – those from the future or the present – Picard has no choice but to destroy it once and for all.



GALACTIC  
ARCHEOLOGY

# The Guide to the STAR TREK Galaxy

FILE 6

CARD 3

## THE TOX UTHAT



GALACTIC  
ARCHEOLOGY



◀ The Tox Uthat itself is a small, white cube. Its modest appearance gives no indication of the danger it could present if it fell into the wrong hands. Capable of halting all nuclear reactions within a sun, this tiny device could be used to destroy entire star systems. Picard believes that the very presence of the artifact in the 24th century poses a threat.

## GALAXY FACTS

▲ Dr. Samuel Estragon dies in 2366. He never knew how accurate his research had been, nor how close he had come to discovering the artifact. Perhaps this was for the best – it might have broken his heart to see it destroyed.

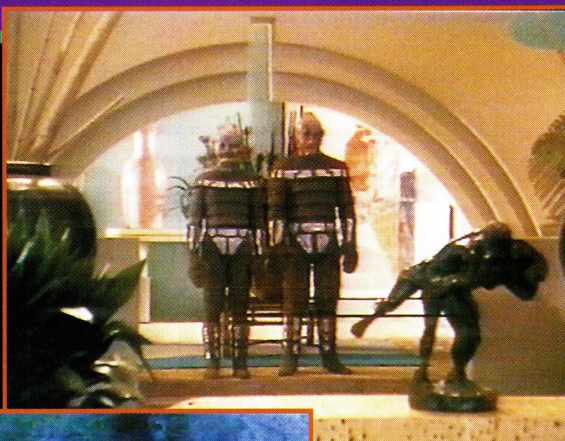
▲ Picard destroys the Tox Uthat using the U.S.S. Enterprise's transporter code 14.

## QUEST THROUGH TIME

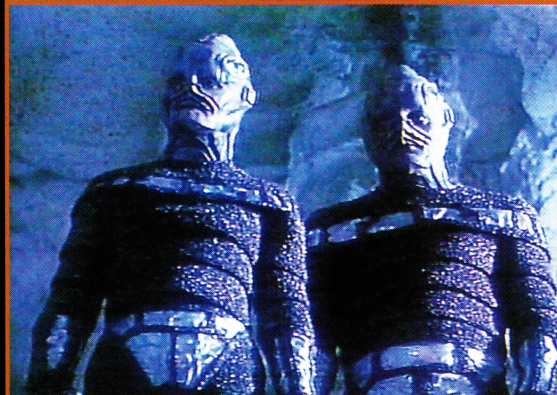
### Determined Vorgons

Ajur and Boratus, the two Vorgons encountered by Vash and Picard, are, as they claim, from the future, but that is where their story parts company with the truth. They are not former security guards from the 27th century, hoping to atone for losing the Tox Uthat, but criminals who want to steal the potential weapon for their own use. Luckily, Vash is familiar enough with the myths surrounding the artifact to know that one of the tales tells of two Vorgon criminals, a male and a female, who have pursued the Tox Uthat through time. The Vorgons she meets match the description perfectly.

▶ The Vorgons have come too far to give up the chase now. After centuries of searching through time and space, their quest leads them to the caves of Risa, where the Tox Uthat is back within their grasp. They have no intention of losing out on their prize to archeologists or Ferengi.



▲ Ajur and Boratus have been so determined in their search for the Tox Uthat that they have become part of the legend themselves. Unfortunately for them, this alerts Vash to their true identity. It is the existence of such criminals which prompted the Tox Uthat to be hidden in the first place, and necessitates its destruction.



▲ Jean-Luc Picard has been interested in archeology for many years, and studied the subject during his time at Starfleet Academy. In Vash, he finds someone who shares his academic interest and can help him expand on it. As their friendship grows, Vash realizes that she can trust Picard with at least some of her secrets.



▲ While archeologists are interested in the Tox Uthat for its intellectual value, others have far less altruistic reasons for wanting it. The fame of the artifact has led to it being a highly desirable item, and unscrupulous collectors will pay handsomely for it. This is what attracts 'treasure hunters' such as Sovak.

▶ Deciding that it is too dangerous for such a device to exist, Picard destroys the Tox Uthat before the Vorgons can get their hands on it. However, since the resourceful aliens have the ability to travel through time, Picard cannot be sure that they won't travel into the past to try again, changing history any number of times until they emerge victorious.







# The Guide to the STAR TREK Galaxy

FILE 11

CARD 4A



## THE RITES OF ASCENSION

Picking up a *bat'leth* and standing one's ground isn't all there is to becoming a true Klingon warrior. Klingon youths also have to undergo **Rites of Ascension**, in which they must prove their courage and strength.

**A**s with countless human and non-human cultures, the **Klingons** practice a coming-of-age ceremony designed to eliminate the weak and perpetuate the status quo. The Klingons call the first major test of a young male's combat skills and spiritual devotion the **First Rite of Ascension**.

### Determining the future

Because the outcome of the First Rite of Ascension ceremony sets the course

of a Klingon's entire life, training for the event begins as early as possible. By the time a warrior-to-be is approximately eight years of age, he should already have mastered the basics and is ready to light the *kor'tova* candle. This act officially announces the child's commitment to achieve warrior status. The flame of the *kor'tova* candle symbolizes the fire in a warrior's heart.

If, by the age of 13, a child has not completed the ritual, he can never become a true Klingon warrior. And,

**▶ As trust between the Klingon Empire and the Federation grows, enough details of the previously secret ceremony have been released for a recreation to be staged in the holodeck of the U.S.S. ENTERPRISE.**

in a society where cowardice is equal to blasphemy, a non-warrior is definitely a second class citizen. Meanwhile, those who pass the test are granted economic and

political advantages.

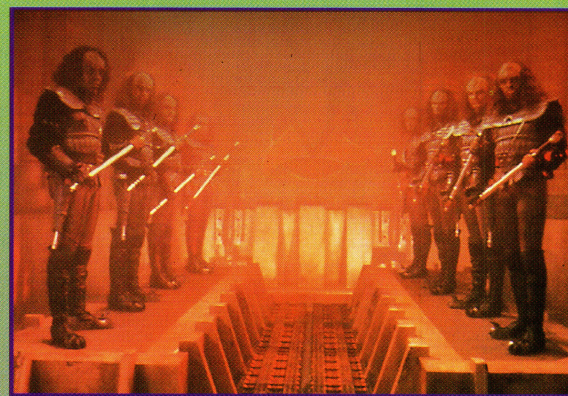
Undergoing the First Rite of Ascension is not the only step a young Klingon must take on his way to manhood. After taking part in the first ritual, there is

then the **Second Rite of Ascension** to endure.

### Endurance test

This second ceremony puts the now-tempered warrior's spiritual strength on trial. The unique Klingon method for measuring this inner quality involves torturing the warrior with **painstiks** – unpleasant devices capable of blowing the head off a two-ton **Rectyne monopod** – as he proclaims his most profound feelings. Enduring massive pain is a sign of spiritual stamina.

In spite of everything, the Second Rite of Ascension ritual is often eagerly



**▶ When the Klingon warrior prepares to enter the line, the painstik bearers turn to face him. In a culture where proving you can endure pain is of paramount importance, those about to inflict the pain have no qualms about meeting your eye.**

**▶ Klingon dress covers the shoulders, but leaves parts of the body unprotected. These exposed areas are the ones targeted by the painstiks, and are often the sides of the chest. Both sides can be stabbed at the same time.**

### NO GAIN WITHOUT PAIN



**▶ The energy discharged from the painstiks is so intense it is clearly visible on Worf's body. Although the pain is unbearable, a true Klingon must endure it to prove his honor.**

### Ritual of endurance

Even though Worf was brought up by human foster parents, he feels as obliged as any Klingon to prove his endurance to pain. It is part and parcel of his cultural heritage, and even when he is light years from the Klingon

Empire, he is still true to his roots. Worf undergoes his Second Rite of Ascension ritual at the age of 15 and, in 2365, his crewmates on the *U.S.S. Enterprise* stage an authentic 10th anniversary celebration on the ship's holodeck.







# The Guide to the STAR TREK Galaxy

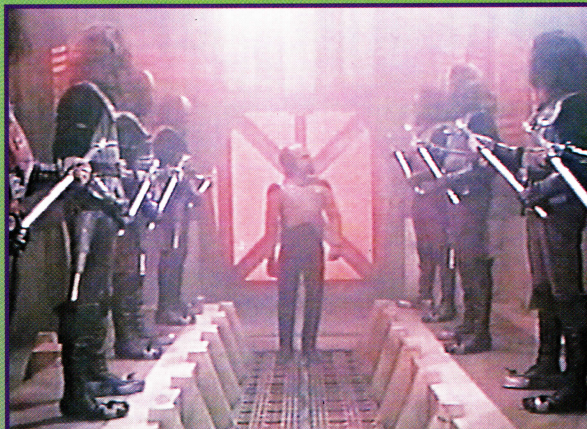
FILE 11

CARD 4A



## THE RITES OF ASCENSION

**Lt. Worf prepares himself for the ordeal. It is important that no fear is shown – the ritual is not just about being capable of enduring the pain, but also proving you are not afraid to face it.**



**As Worf enters the trench, he faces the warriors with something more akin to arrogance than apprehension. A true Klingon is always ready for battle.**

**As Worf collapses at the end of the rite, his Starfleet friends cannot help but show their concern.**



"may'pequ' moH," and, again, the body-twisting torture is applied.

**Worf reels under the pain, but does not falter. He must continue to the end of the line. Collapsing in agony carries almost as much of a stigma as giving up – if you cannot take the pain, you are no more use in battle than a coward who does not want to face it.**

At last, when the final pair of painstiks are taken away, and assuming the honoree has survived, the Second Rite of Ascension ceremony is complete.

anticipated by the warrior as an opportunity for confronting death, honoring family, and sharing an intimate moment with friends. This ceremony is staged inside a dimly-lit Klingon Rite of Ascension Chamber. Both **Worf** and his brother **Kurn** underwent their Second Rite of Ascension at the age of 15.

### Elaborate ceremony

Inside the Ascension Chamber, a metal pathway bisects the room. On either side of the pathway, standing on raised steel platforms, eight fierce Klingon warriors, each holding painstiks, form a gauntlet. Off to the side, the warrior's family witness this hopefully proud moment.

To begin the process, the warrior steps inside the Ascension Chamber and announces, in Klingon, "Today, I am a warrior. I must show you my heart. I travel the river of blood."

The warrior walks, at a leisurely pace, down the chamber path, stopping only after reaching the first pair of waiting Klingons. He

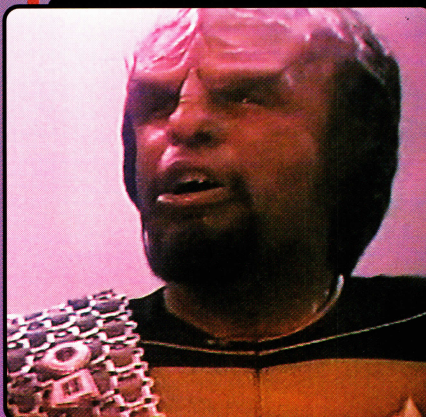
utters the ceremonial phrase, "jlbechrup may' vlos." This is the cue for the two Klingons to viciously dig their painstiks into him. Blue sparks fly off the painstik and the warrior's body. After many long seconds of off-the-scale agony, the Klingons withdraw their painstiks. The warrior gasps for air, pretending not to have been affected by the pain, and says, "The battle is mine. I crave only the blood of the enemy."

The warrior bravely continues his stroll, approaches the next pair of waiting Klingons, and then stops to tell them, "HIHlvqa'." The painstik torture is repeated. Often fighting to remain conscious, a warrior is nonetheless

expected to declare, "The bile of the vanquished flows over my hands."

Moving down to the final painstik stop, the warrior tells the waiting Klingons,

### KLINGON LANGUAGE



**For the benefit of his Starfleet friends, Worf recites the ritual chants in both English and Klingon. Normally, they would be spoken in Klingon only.**

### Translation is not easy

No non-Klingon can ever expect to be fluent in the Klingon language, as it is dependant on understanding different local dialects as much as on rules which can be studied and mastered. Even a Klingon will need to be fluent in several different dialects in order to become successful within his own society. However, as the Federation and the Klingons become more closely allied, we are able to understand more of their language, and translate phrases such as those uttered during the Age of Ascension rituals.

Klingon: "DaHjaj Suvwl'e'jlH."  
English: "Today, I am a warrior."  
Klingon: "tlgwlj Sa'angNIS."  
English: "I must show you my heart."  
Klingon: "lw bIQtlQDaq jljaH."  
English: "I travel the river of blood."

### GALAXY FACTS

Many Klingons believe the details of the Age of Ascension rituals should be known only to their own race, but after years of cooperation with the Federation, they are slowly sharing the secrets.

Alexander, Worf's son, did not originally want to undergo his First Rite of Ascension. His half-human mother discouraged interest in the Klingon side of his heritage.





CHARTING  
THE GALAXY

# The Guide to the STAR TREK Galaxy

FILE 3

CARD 3D

## ALPHA QUADRANT



CHARTING  
THE GALAXY

### 'AUDET IX

CLASS-M PLANET

The planet **'audet IX** is the location of a **Federation Medical Collection Station**. In 2365, the **U.S.S. Enterprise NCC-1701-D** is on assignment to transport medical specimens of plasma plague from **'audet IX** to the science station **Tango Sierra** in order for tests to be conducted which will, hopefully, find a possible cure for the disease outbreak on **Rachelis**.

### BAJOR

CLASS-M PLANET

A thriving and deeply spiritual race of humanoids has been in existence on **Bajor**, a Class-M planet boasting beautiful scenery and deep green oceans, for hundreds of thousands of years. In 2328, the **Cardassians** claim Bajor as their own territory and later annex the planet in 2339. During their occupation, the ruthless Cardassians savage the planet, stripping it of its resources. It is only the Bajoran people's tenacity and their high level of spiritual belief that keeps them going through the hardships imposed on them. Bajoran resistance cells spring up to fight the occupation, and finally drive out the Cardassians in 2369.

Bajor is located near the Cardassian border and has at least five moons. The fifth moon, **Jerrado**, is a Class-M planetoid which was abandoned in 2369 after Bajor was forced to tap its molten core for energy.

A stable wormhole within the Bajoran star system, near the **Denorios Belt**, provides access to the previously unexplored **Gamma Quadrant** 90,000 light years away. A former Cardassian station, **Terok Nor**, is now controlled and operated jointly by Bajor and the **Federation** and has

**Bajor is a planet that has thrived with humanoid life forms for many millennia. The rich architecture reflects the Bajorans' spiritual beliefs, and is filled with images of spheres and circles.**



**Vedek Bareil, a Bajoran religious leader, is seen here surrounded by his planet's lush vegetation. This provides the perfect environment for meditation.**

been rechristened **Deep Space Nine**. The station is moved closer to the wormhole in 2369 to aid the enormous potential for trade and exploration. The Bajorans believe the wormhole is created by the **Prophets** and is actually the **Celestial Temple**, or home of the Prophets.

Although offered full member status of the Federation in 2373, Bajor is still considering its position.



### AXANAR

CLASS-M PLANET

**James T. Kirk**, in his own words a "new fledged cadet", visits **Axanar** on a peace mission while serving aboard the **U.S.S. Republic NCC-1371** in 2250. He is awarded the **Palm Leaf of Axanar** for his efforts. Kirk's visit follows a battle on Axanar in which **Captain Garth** wins a decisive and heroic battle for the **Federation** in the same year.

**Axanar is a good reference point for the two contrasting careers of Starfleet officers Garth and Kirk. Things begin to go wrong for Garth after his victorious battle at Axanar in 2250, while Kirk is decorated for a peace mission to the planet and later goes on to become a noted captain.**



### BALOSNEE VI

CLASS-M PLANET

In 2285, the **Ferengi Grand Nagus Zek** takes a vacation. Eighty-five years later, he is trying to decide whether or not to take another one after devoting his life to his quest for profit. In 2369, Zek considers taking a vacation to the pleasure planets of **Risa** or **Balosnee VI**, where the tidal harmonics can induce hallucinations.

**Such is the magical draw of Balosnee VI that Grand Nagus Zek thinks about taking a vacation there after 85 years of profit-making.**







CHARTING  
THE GALAXY

# The Guide to the STAR TREK Galaxy

FILE 3

CARD 3D

## ALPHA QUADRANT



CHARTING  
THE GALAXY

### BARKON IV

#### CLASS-M PLANET

**B**arkon IV is home to a pre-industrialized race of humanoids, characterized by purple symmetrical markings on their faces.

In 2370, Lt. **Commander Data** is sent from the **U.S.S. Enterprise NCC-1701-D** to the planet to retrieve some radioactive materials from a **Federation** deep space probe that had left its intended course and crashed onto the planet surface. When Data arrives, a power surge overloads his positronic matrix. Now an amnesiac, Data struggles to

remember his mission and even who he is. He carries the radioactive probe's fragments, which are in danger of doing serious damage to the planet's biosphere, to a Barkon village.

The radioactive fragments that Data brings to the village start to poison the people and make them sick. Data's presence and their sudden illnesses make the villagers suspicious. They 'kill' him, but he is rescued by his colleagues and reactivated. Data eventually fashions a drug that is introduced into the water supply to counteract the radiation.



◀ **Data faces an angry mob on Barkon IV after he is blamed for the illnesses which coincide with his appearance there. The village healer, Talar, also speculates that Data, named 'Jayden' by the young Gia, may be from the nearby Vellorian mountain range.**

### BARRADAS III

#### CLASS-M PLANET

**T**he uninhabited planet of **Barradas III** was used by the **Debrune** as an outpost approximately 2000 years ago. In 2370, **Arctus Baran**, a galactic mercenary working for the **Vulcan** isolationist movement, searches the ruins of Barradas III in his quest for an ancient artifact, the **Stone of**

**Gol**. A psionic superweapon, the **Stone of Gol** uses negative thought for power.

On Baradas III, Baran finds himself locked in battle with several members of the **U.S.S. Enterprise NCC-1701-D** crew on the planet surface as they search for a missing **Captain Jean-Luc Picard**.



◀ **Barradas III is the site of a phaser battle between U.S.S. ENTERPRISE personnel and Arctus Baran and his crew of archeological plunderers. Commander Riker is leading an away team to search for Picard when he is injured and captured by Baran's people.**

### BARSON II

#### CLASS-M PLANET

In 2370, the **Federation** establishes a **warp speed** maximum of five to counteract the possible destruction of the fabric of space. Later that year, the **Federation** authorizes the **U.S.S. Enterprise NCC-1701-D** to exceed these limits. The ship's mission is to pick up vital medical supplies and transport them to Barson II to avoid a planet-wide viral catastrophe.

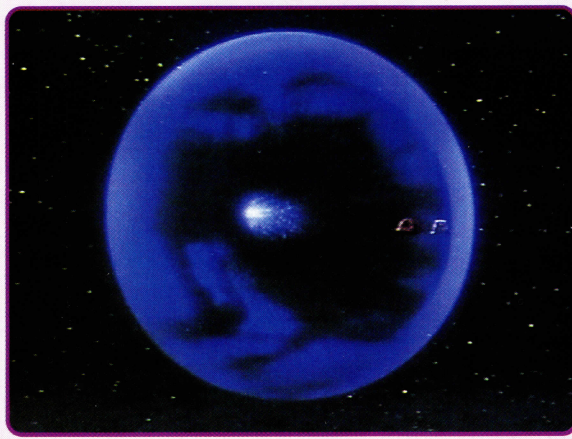
### BARZAN

#### CLASS-M PLANET

**T**he terminus of a wormhole is discovered to be located near the planet **Barzan** in 2366. Although later found to be unstable, the Barzan wormhole initially provokes much interest regarding ownership. The **Chrysalians** are sold the rights by the politically neutral Barzans, who are concerned about showing favoritism to one race or organization. The Barzans, cat-like in appearance,

suffer from a poor economy, so the sale is vital to help boost their situation. Originally it is thought the wormhole is a stable gateway to the unexplored **Delta Quadrant**. Although the **Ferengi** have an interest in

the Barzan wormhole, their greed gets the better of them when they pilot a **Ferengi Pod** through the hole, but fail to make it back before the opening shifts to another point, this time in the **Gamma Quadrant**.



▶ **The unstable Barzan wormhole represents great possibilities for interstellar travel and exploration. But the only stable wormhole known to exist turns out to be the one in the Bajoran system, discovered in 2369.**

### BELTANE IX

#### CLASS-M PLANET

**T**his planet serves as an important crossroads for commercial shipping and space travel. In 2364, a young cadet and son of a **U.S.S. Enterprise NCC-1701-D** crew member, **Jake Kurland**, attempts to flee to **Beltane IX** when he is despondent over his performance on a test to see who will go to **Relva VII** to sit the **Starfleet** entrance exam: **Wesley Crusher** narrowly beats him. When Jake steals an **Enterprise** shuttle, he attempts to land on the planet of **Beltane IX** and

make a new start. His life is threatened, however, when his shuttlecraft loses power on entry to **Beltane IX**'s atmosphere. Jake is talked through a life-saving maneuver by **Captain Picard** that involves skipping the craft off the atmosphere in order to prevent it burning up – if Jake had missed the proper trajectory into the atmosphere of **Beltane IX**, then his ship would have melted. Picard's complex and difficult maneuver teaches young Jake a valuable lesson.





FILE 25 U.S.S. ENTERPRISE NCC-1701-D

## U.S.S. ENTERPRISE NCC-1701-D

FACILITY:

TRACTOR BEAM EMITTERS

LOCATION:

VARIOUS DECKS

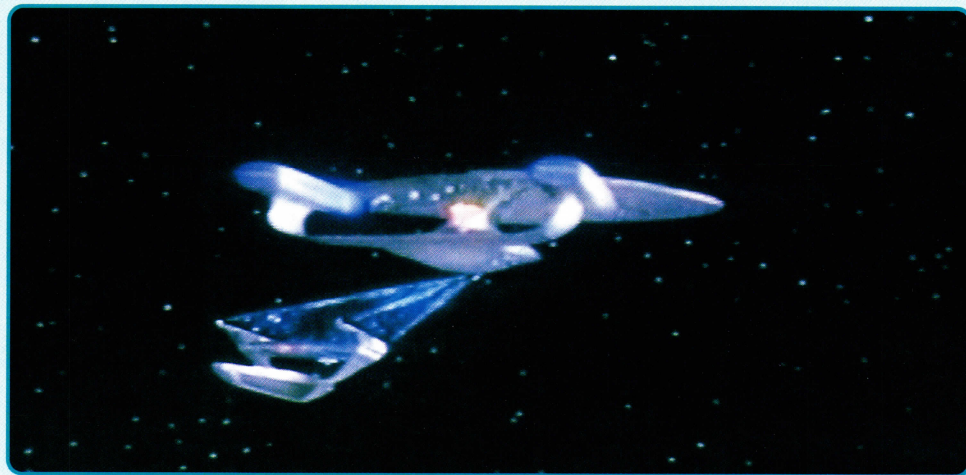
When Chief Engineer **Geordi La Forge** needs to change the trajectory of a planet-threatening stellar core fragment, he uses a tractor beam. When **Captain Jean-Luc Picard** wants to tow a damaged ship, he uses a tractor beam. And when the **U.S.S. Enterprise NCC-1701-D** maneuvers to dock with a space station, the delicate job is handled mainly by the ship's two mooring tractor beams.

Basically, modern starships are fitted with a number of multi-purpose tractor beams, which allow a ship to capture and control objects floating in space, within a certain range, and also to ensure the smooth docking of shuttles into a larger starship and starships into space stations.

## How the beam works

The tractor beam emitter uses subspace amplifiers and variable-phase graviton beams to generate a number of force beams, one atop the other, that create pockets of disturbance near a target object outside the ship. The beam's disturbance interacts with the object, creating a traction, or pulling, effect. By incrementally adjusting the location of the disturbance, an object can be drawn toward the ship. The emitter can also recalibrate the beam so that the target is pushed away.

A number of tractor beam emitters are installed on a ship's hull. A **Galaxy-class** starship is equipped with three mooring tractor beam emitters, shuttle bay emitters, two



▲ The primary tractor beam emitter on **GALAXY-class** starships such as the **U.S.S. ENTERPRISE NCC-1701-D** is located at the bottom of the engineering hull on **Deck 42**. Consequently, most large objects, such as other ships, are normally positioned below and slightly behind the host ship while being towed.

general-purpose emitters and the powerful main tractor emitter.

The main emitter, located at the bottom of the ship, may be pointed in any direction. The other emitters are fixed. For safety reasons, some emitters are normally set at two-thirds power only, as their use places enormous stress on the structure of the ship.

The range of the tractor beam is determined by several variables, including the speed and size of the host ship and the size, speed, and

distance of the target object. Extremely large items can be captured and towed only if they are very close to the ship; the maximum load of 7,500,000 metric tonnes would have to be less than 1,000 meters from the host ship before it could be towed. At the other end of the scale, an object weighing just one metric tonne can be seized from as far away at 20,000 kilometers.

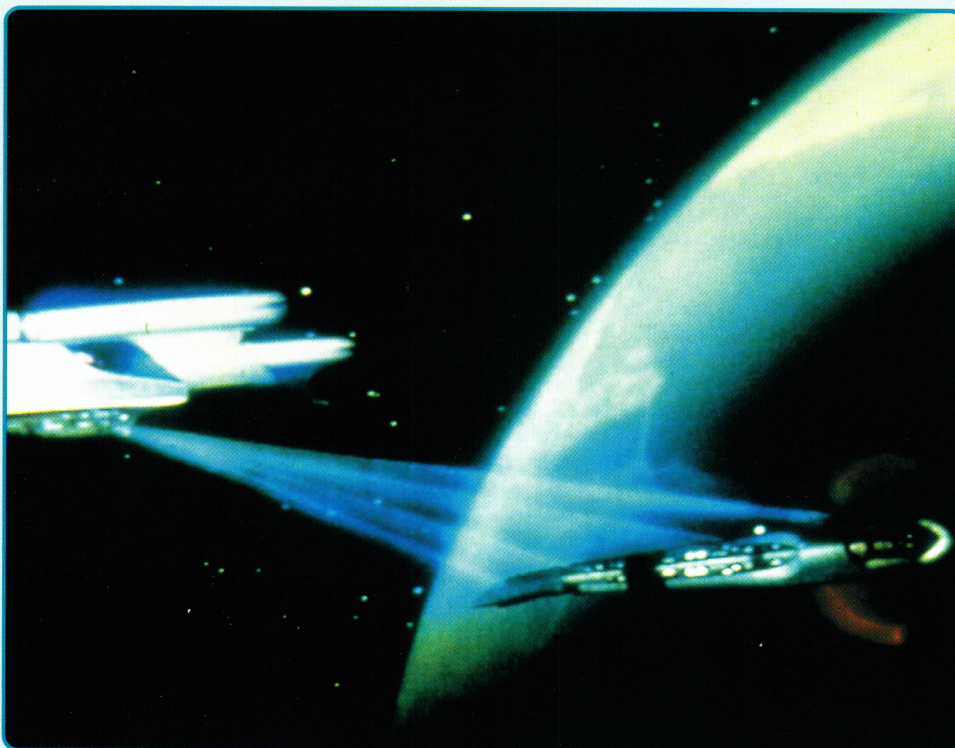
## Not without risks

Since the use of tractor beams is virtually ubiquitous, it is easy to forget their associated dangers – both for the host ship and the captured object.

Capturing and towing matter, especially using the powerful main emitter, stresses the host ship with additional energy demands to accommodate the increased load. Even the initial capture sequence has its own hazards, as the ship's systems must compensate precisely for the sudden additional inertia load without jolting the host ship and its passengers, or ripping out the emitter.

Fortunately, exposure to peril is kept to a minimum by precise elements of ship design and construction. The main emitter is the first major systems component installed during **Galaxy-class** ship fabrication, as it forms part of the basic skeletal structure. This ensures that the emitter is an integral part of the vessel, minimizing the stresses caused by its use. Additionally, all tractor beam emitters are hooked into the structural integrity field network so that inertial loads can be distributed equally throughout the ship.

The target object is not free from risk either. If the object is not sturdy enough to withstand the tractor beam disturbances, it will be crushed or ripped apart. In such cases the problem can be overcome by the host ship's emitter, which can boost a flimsy craft's structural integrity with a graviton field, thus offering it protection. However, some objects cannot even endure a



▲ The tractor beam itself spreads out from the host ship so that, rather than grabbing objects at one point only, the stresses of the beam are distributed evenly across the whole of the structure. This allows for more precise maneuvering of the towed object, and minimizes the damage likely to be caused to its structural integrity.





## FILE 25 U.S.S. ENTERPRISE NCC-1701-D

graviton field. When this is the case, towing such objects in a tractor beam is impossible.

Tractor beams are also key components in systems operating inside the host ship. A far less powerful version of the spacedock tractor system is built into shuttle bays to safely guide returning shuttlecraft. The tractor beam locks onto the shuttlecraft as it approaches the host ship, and pulls it gently into the shuttle bay. While it is possible to guide craft in manually (and, indeed, to dock at a space station in the same way), using a tractor beam is a much safer method, and it takes an extremely skilled pilot to carry out the task without one.

### Use in holodecks

Tractor beams are also used extensively in **holodeck** technology. A holodeck character should not be able to pick up or move either real objects or those created from solid holodeck matter. However, to maintain the illusion, they must do so. This is handled, literally, behind the scenes. Embedded in holodeck walls, hundreds of precisely-controlled mini-emitters lift and move props in sync with the characters, giving the appearance that the person is manipulating the object. This is done automatically whenever a holographic being approaches an object.

### In-service modification

The specs on tractor beams are occasionally twisted and reshaped by problem-solving engineers. From directing warp power through the tractor beam to increase its deflection power, to using the emitter's graviton beam to reduce a small moon's mass, there appears to be no limit to the adaptability of the tractor beam. Like many branches of science, tractor beam science still has many secrets to reveal.

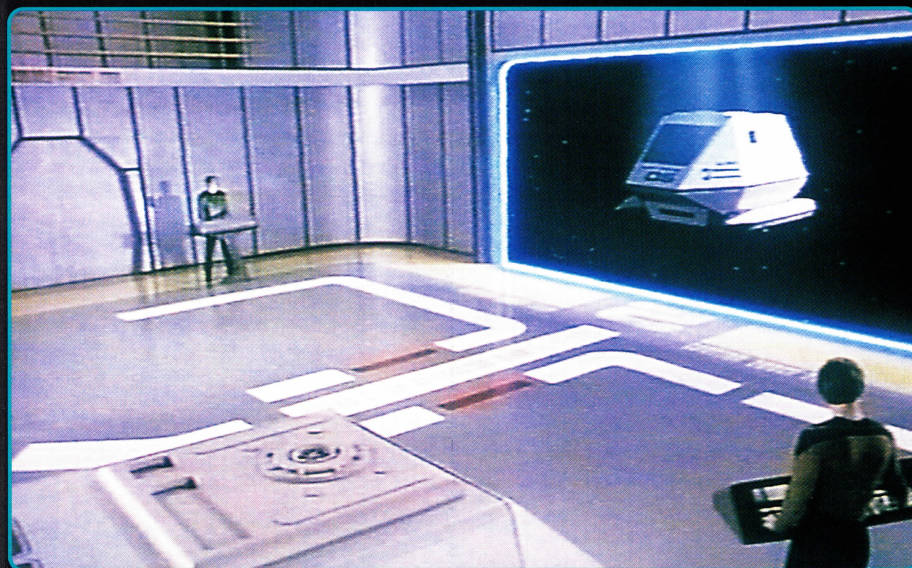


▲ Wesley Crusher has created a small, portable tractor beam emitter which allows objects to be manipulated inside the ship without being touched.

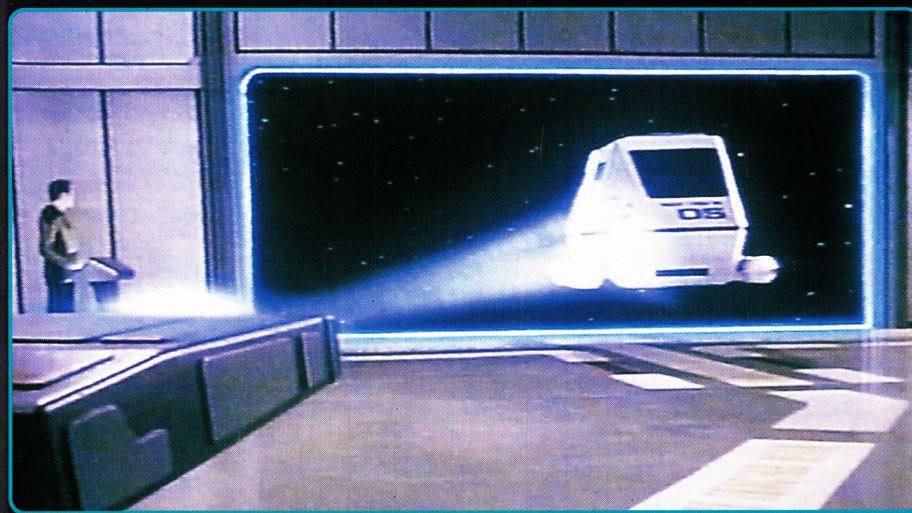
## GENTLE DOCKING



▲ A tractor beam emitter is located in all shuttle bays on board the U.S.S. ENTERPRISE. The emitter is relatively small considering how powerful it is, and glows with a neon-white light when activated.



▲ When a shuttlecraft approaches docking facilities, either on a larger ship or a space station, control is handed over from the shuttle's pilot to personnel manning the docking tractor beams.

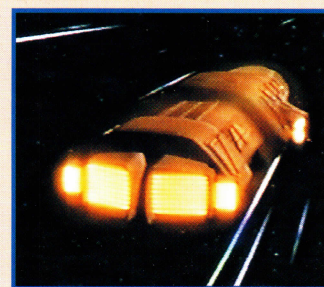


▲ Tractor beams lock on to the shuttlecraft and guide it gently into the shuttle bay. This is by far the safest method of ensuring a smooth landing for craft which can often approach the small docking bay opening at relatively high speeds.



# Dreadnought Missile

On Stardate 47582, Maquis operative B'Elanna Torres reprograms a sophisticated weapon, diverting it to attack a Cardassian fuel depot. Little does she realize that, more than two years later, the same missile will catch up with her once again on the other side of the Galaxy.



Inside this artificially intelligent missile is enough firepower to blow up a small moon.

In 2370, an experimental Cardassian weapon, nicknamed 'Dreadnought' by the Maquis, is programmed to destroy a rebel munitions base. The *Dreadnought* is a self-guided tactical missile which carries a charge of 1000 kilos of matter and an equivalent amount of antimatter, enough to destroy a small moon. The highly sophisticated computer system is extremely adaptable, giving the weapon a mind of its own, capable of forming its own conclusions and acting upon them.

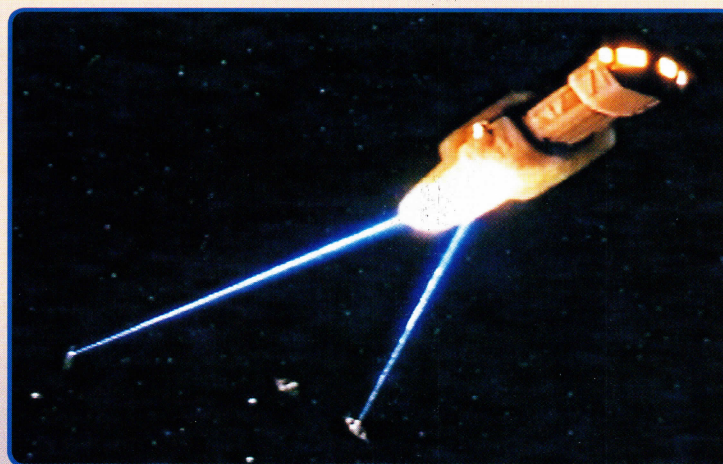
*Dreadnought* can accumulate data over time, and process this information to make it more efficient. This intelligence is, however, extremely focused. As the entire point of the missile's existence is to act as a weapon, every second of every day is spent 'thinking' about new strategies. In addition, the missile is armed with its own defensive weaponry, including the ability to mask its trail through a randomized EM field, and a sensor echo which deflects an image up to 10,000 kilometers from its true location.

## Not the perfect weapon

Despite the highly advanced technology it possesses, *Dreadnought* has a major fault: the Cardassians have armed the warhead with an old kinetic detonator. When the missile reaches

Despite its long journey and the damage sustained to some of its systems, the DREADNOUGHT's destructive capabilities appear to have survived the trip to the Delta Quadrant intact.

When the peaceful planet of Rakosa V becomes the new intended target of the errant missile, the inhabitants attempt to blow it out of the sky. Unfortunately, their simple ships are no match for the deadly Cardassian weapon.



its intended target, it manages to evade numerous Maquis defenses but fails to detonate. Instead, it skips off the planet's atmosphere and goes into orbit around the base. This allows B'Elanna Torres, at this time working with the Maquis freedom fighters, to enter *Dreadnought* and reprogram it.

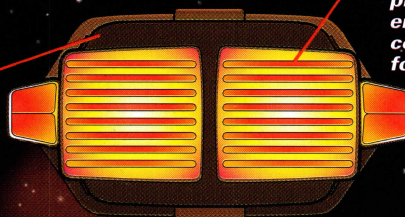
Torres changes the computer's identity, making it forget that it is a Cardassian weapon and instead puts it to work for the Maquis. *Dreadnought* has a new mission: to destroy the

Cardassian fuel depot on Ascelan V.

This new mission, however, is also destined to be uncompleted. After leaving the Maquis base, *Dreadnought* finds itself thrust into the Delta Quadrant – following the same path taken by the U.S.S. *Voyager NCC-74656*, a Federation vessel which now numbers many members of the Maquis amongst its crew, including B'Elanna Torres. The unexpected journey damages the missile, particularly affecting the navigational system and the

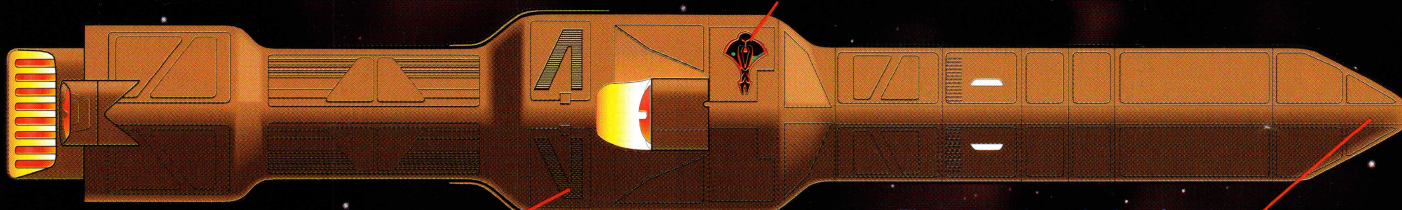
## AFT VIEW

The dull brown coloring of the missile's outer casing echoes the shades favored in Cardassian clothing and architecture.



The missile is not a simple projectile weapon. It is propelled by its own engines and can continue its journey for as long as its fuel reserves allow.

## STARBOARD VIEW



The missile is not designed to carry crew, but the interior is spacious enough to allow Lt. Torres to stand upright.

Although its 'personality' has been reprogrammed, the missile still carries the Cardassian symbol.

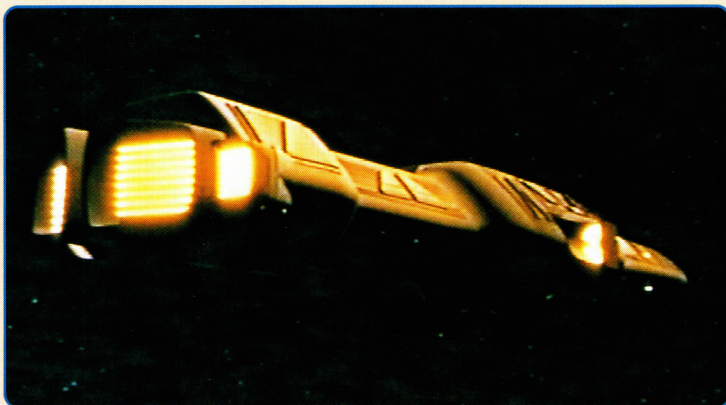
## DREADNOUGHT MISSILE

**Type:** Cardassian weapon  
**Crew:** None – self-propelled  
**Propulsion:** Warp and impulse engines  
**Features:** Able to project a false image of itself up to 10,000km away to evade sensor sweeps

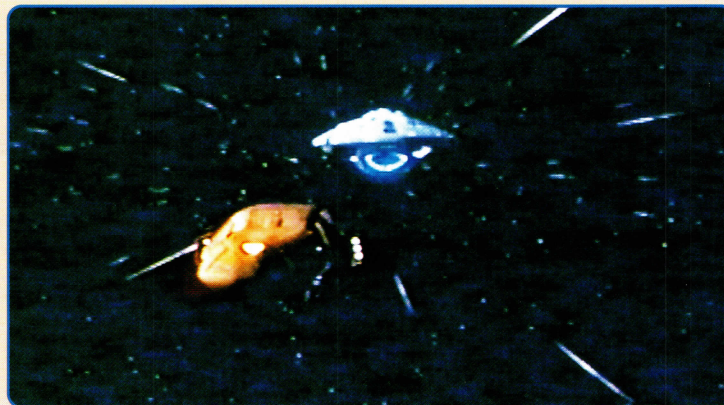
The weapon's explosive charges are located in the nose section, similar to more primitive missiles such as nuclear warheads.



## Dreadnought Missile



▲ The **DREADNOUGHT** is a weapon of mass destruction, but it is as graceful as many starships. As it glides through space, its artificial intelligence is constantly thinking up new tactics and strategies which will help it to accomplish its mission.



▲ The **DREADNOUGHT** is able to lie to the **VOYAGER** – an ability few artificial intelligences are sophisticated enough to possess. Once it has convinced the Starfleet crew it is no longer a threat, it speeds off to destroy **Rakosa V** anyway.



▲ Although **DREADNOUGHT** is not intended to be a reusable weapon, the interior is lavishly decorated with examples of Cardassian design.

sensors, and as a result *Dreadnought* mistakes **Rakosa V**, a heavily populated Class-M planet, for its intended target. *Rakosa V* is a peaceful world, and its defenses are no match for the deadly weapon. Unless the *Voyager* crew can deflect the attack, the planet will be destroyed.

*Voyager* locates the missile from a brief surge in neutrino emissions within the 10,000km radius and, thanks to her previous knowledge of *Dreadnought*, B'Elanna Torres is able to beam aboard and attempt to once again reprogram its computers. When the navigational systems are reinitialized, the missile claims to understand that it is in the wrong quadrant and shuts itself down, switching off its engines. But once Torres has left, the weapon proves to be more cunning than she thought. It is capable of lying and scheming to achieve its goal, and has done just that. With Torres safely out of the way back on the *Voyager*, the *Dreadnought* resumes its course towards *Rakosa V* at a speed of warp nine, and when the *Voyager* hails it again it refuses to accept Torres' security code.

The Federation ship fires a **Type-6 photon torpedo** at the missile, but this is not strong enough to penetrate its shields. Instead, *Dreadnought* warns the *Voyager* to stay away, and tells Torres it believes she is acting under the influence of Cardassian forces. When she first reprogrammed the missile, B'Elanna built in safeguards against Cardassian threats, one of

which was the possibility of her capture and coercion by the Cardassians. Still thinking itself to be working for the Maquis, the missile believes it is being lied to and is trying to save B'Elanna from herself. She must find another way to defeat it.

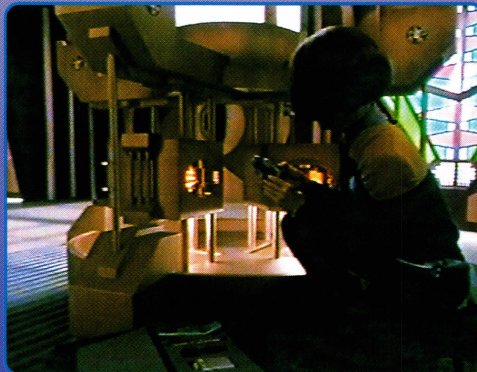
### Destroying the destroyer

Torres theorizes that if the **thoron shock emitter** is fired at full power, *Dreadnought's* reactor core will be destabilized for 30 seconds. This should be long enough for a single, sustained tachyon beam to penetrate the core and destroy it. The crew attempt this, but *Dreadnought* outwits them, and damages the Federation ship with a plasma surge reply. They must try yet another approach.

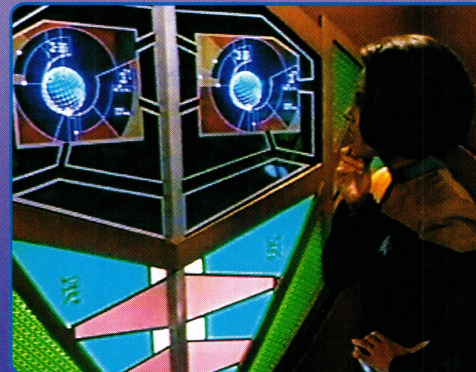
Engaging *Dreadnought* in a game of wits, Torres is able to trick it into showing her its databanks, which reveal valuable information, and she uncovers an obsolete Cardassian file. Accessing it allows her to bring the conflicting Cardassian and Maquis elements of the missile's identity into conflict, confusing it for long enough for her to use the distraction to breach the containment field and detonate the warhead herself. Torres returns to the *Voyager* just in time. *Dreadnought* explodes in a massive, turbulent blast which seems to rip the very fabric of space apart, and a thankful *Rakosa V* is saved.



▲ Like the exterior, the interior of the ship is decorated in dark colors and dull browns. The level of lighting is low, as favored by the Cardassians.



▲ After beaming over to the missile, Torres attempts to use a combination of her engineering skill and previous knowledge to reprogram the weapon.



▲ The **DREADNOUGHT** gives up its secrets. Information in the Cardassian files still held by the missile's data banks allows B'Elanna to analyze its weaknesses.



# Alternate Timeline Tasha Yar

A temporal rift brings the *U.S.S. Enterprise NCC-1701-D* face to face with her immediate predecessor, giving the crew the opportunity to change the past — and to prevent 40 years of needless war with the Klingons.

In 2368, **Captain Jean-Luc Picard** of the *U.S.S. Enterprise NCC-1701-D* is hailed by a **Romulan** commander with a familiar face.

**Commander Sela** bears an unnerving resemblance to the *Enterprise*'s late security chief, **Tasha Yar**, who died on *Vagra II* in 2364. Even more strange are the Romulan's claims of a timeline disturbance which took a Tasha Yar who was very much alive in 2366, 22 years in the past, to do battle with the Romulans.

## Temporal rift

If Sela's claims are true, then in 2344, due to unusual gravimetric fluctuations in space, a time displacement acted as a facsimile of a wormhole,

transporting the *U.S.S. Enterprise NCC-1701-C* 22 years into the future. This caused the ship to miss an important meeting with destiny — her final battle, defending the **Klingon** outpost at **Narendra III** from the Romulans. Consequently, this selfless act of bravery, which so impressed the **Klingons** that it was instrumental in establishing a lasting peace between the two cultures, never took place and, instead, the **Federation** and the Klingons descend into war. In this new history, Tasha Yar avoided her demise on *Vagra II*, and served proudly in **Starfleet**'s battles with the Klingons from her position as Tactical Officer on the bridge of the battleship *Enterprise*.

When the time anomaly

## LT. TASHA YAR

**NAME:** Tasha Yar

**YEAR:** 2337

**EVENT:** Born on Turkana IV.

**YEAR:** 2366

**EVENT:** Travels back in time through temporal rift.

**YEAR:** 2344

**EVENT:** Captured by Romulans.

**YEAR:** 2345

**EVENT:** Gives birth to Sela on Romulus.

**YEAR:** 2349

**EVENT:** Executed trying to escape from Romulus with her daughter.



▲ In the alternate timeline, Tasha Yar is a soldier engaged in a war with the Klingons, and is prepared to sacrifice her life for the possibility of peace.

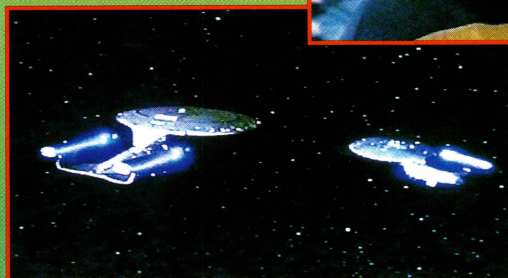
## ★ Ready for war

In the alternate timeline, the *U.S.S. ENTERPRISE* is very much a warship. The uniforms reflect this military occupation, and all crew members wear their weapons prominently.



## ★ Date with destiny

The *U.S.S. ENTERPRISE NCC-1701-D* comes face to face with its immediate predecessor, the *U.S.S. ENTERPRISE NCC-1701-C* which, records claim, was destroyed by the Romulans at Narendra III. Little does either ship realize that the future into which the *ENTERPRISE-C* has emerged has been altered by its presence.



## ★ Wrong place

In *Ten-Forward*, Tasha learns Guinan's fears — that the *ENTERPRISE-C* has already had a profound effect on the future. Guinan believes that Tasha does not belong in this time.

brings this alternate vessel into contact with the *Enterprise-C*, the *Enterprise-D*'s **El-Aurian** bartender, **Guinan**, senses that time has been altered and that Yar in particular has been affected by the changes to the past. Somehow, she knows that the security officer should be dead. Faced with the knowledge that there should be a better, more peaceful universe, but that in it she died a senseless death, Tasha Yar chooses nonetheless to make sure things are put right. She offers to go back in time with the crew of the doomed *Enterprise-C*, knowing that her advanced knowledge of tactics can buy them precious extra minutes at Narendra III — long enough to bring their



# Alternate Timeline Tasha Yar

actions to the attention of the Klingons and to ensure peace. Although she believes this will be a suicide mission, she travels back through the temporal anomaly with the crew from the past, and the timeline is restored to normal. With the future back on line, the crew of the restored *Enterprise-D* do not remember the incident.

## A brave soldier

In the alternate timeline, Tasha Yar served for four years aboard the *U.S.S. Enterprise NCC-1701-D*, joining the crew straight out of **Starfleet Academy**. She had strong friendships with her

colleagues, particularly with **Lieutenant Commander Data**, and **Guinan**. Her skills were similar to the Tasha Yar who died on *Vagra II* in that she was an expert at her position as Tactical Officer. Her tactical skill, however, was not the only reason she agreed to serve aboard the doomed *Enterprise-C*.

## The heart of the matter

When **Captain Rachel Garrett** is killed in a surprise attack by a *Klingon Bird-of-Prey* in the alternate timeline, there are new tactical decisions to be made about sending the *Enterprise-C* back to its original time and place through

## Guinan knows all

When the *U.S.S. Enterprise* is confronted with **Sela's** claims in the 'real' timeline, **Guinan** convinces them that the **Romulan's** story may well be true. On the day the meeting with the *Enterprise-C* is supposed to have taken place, the *Enterprise* logs did record fluctuations suggesting a temporal rift, and **Geordi** remembers **Guinan** asking him questions about Tasha Yar.



▲ In the alternate reality created by the time anomaly, **Guinan** senses that something is 'wrong', and that **Tasha** is part of it. In the proper timeline, **Tasha** dies before **Guinan** joins the *ENTERPRISE*.

## ★ New friends

When a surprise *Klingon* attack kills **Captain Garrett**, young **Lt. Richard Castillo** finds himself in charge of the previous *ENTERPRISE*. As **Garrett's** death has caused a change to the past, their course of action is no longer certain, nor obvious.



the time rift. **Lieutenant Richard Castillo** is made acting captain of the ship, and there is some suggestion that he develops a close relationship with Tasha Yar during his brief visit to her future. Extreme loyalty between the pair is quickly established, and plays a part in Tasha's decision to go back with him. Sadly, their relationship never has the chance to develop.

## Prisoner

The precise facts about this alternate timeline cannot be confirmed, but **Commander Sela** claims that the crew of the *Enterprise-C* were not all killed, as is believed, but that some survivors were taken prisoner. One of these was Tasha Yar. Sela is the progeny of a forced marriage between the *Starfleet* officer and

her Romulan abductor.

Sela claims her mother remained a prisoner on *Romulus* for at least five years. Sela was born within Tasha's first year as the consort of the Romulan officer, and claims that when she was four years old, her mother took her and attempted to make a daring escape. However, Sela was afraid to leave her home, and called out for help rather than go with her mother. Tasha was, according to Sela, executed by the Romulans the following day.

We know from **Commander Sela's** account that her mother remained loyal and committed to *Starfleet* even under the watchful eyes of her Romulan husband. Sela, however, feels no loyalty to her *Starfleet* roots and is a dedicated member of the Romulan intelligence service, the **Tal Shiar**.

## ★ Tactical expert

**Castillo's** crew are peaceful explorers, while **Yar** and her crewmates are soldiers who have spent their lives fighting a war. Working closely together soon makes both of them aware that **Yar's** tactical skills and knowledge are superior to those of the crew from the past, and could make a crucial difference at *Narendra III*.



## ★ Doomed love

In the midst of destruction, a special bond grows between the *Starfleet* officers born more than 40 years apart. In the brief time she knows him, **Tasha** comes to care about **Richard Castillo** enough to be willing to die with him.



"I've always known the risks that come with a *Starfleet* uniform. If I'm to die in one, I'd like my death to count for something."

—Tasha Yar

## JUST COINCIDENCE?

### An uncanny resemblance

*Starfleet* have no way of proving **Commander Sela's** story, and it may be that she has made the whole thing up as part of her nefarious schemes. However, the

resemblance between the two women does seem too close to be purely coincidental, especially as **Sela** possesses human features such as blonde hair, not usually found in the naturally darker Romulans. Bizarre as it sounds, there are details in her story it would be impossible for her to make up and it is these which suggest it is true. How elements of the temporal anomaly survived without further damaging the timeline is uncertain.

◀ **Commander Sela** is a known schemer. Her plans usually involve causing problems between the *Klingon Empire* and the *Federation*, as well as affecting the balance of power in the *Klingon Civil War*. Whether or not her claims about her parentage are true, she should not be trusted.







## FILE 47 BAJORAN PERSONNEL

# Kira Nerys and Vedek Bareil

A former Bajoran freedom fighter and a spiritual leader find much in common after the Cardassian occupation of Bajor. But they are prepared to sacrifice everything for their people, including their love.

**A**lthough once a Bajoran freedom fighter during the Cardassian occupation of her homeworld, Major Kira Nerys is now Captain Benjamin Sisko's second-in-command and is Starfleet's liaison with the Bajoran government aboard *Deep Space Nine*.

Kira takes her duties to her people very seriously. A survivor of the Signha Refugee Camp, and an active rebel from a young age, she has fought fiercely for her people's unique and spiritual way of life. Perhaps this accounts for part of her attraction to Vedek Bareil, a member of the Vedek Assembly, the influential congress of 112 Bajoran spiritual leaders. Bareil champions both his people and their faith in the Prophets and the Celestial Temple.

When Kira meets Bareil, he is a tall, handsome, and intelligent man who speaks with a husky voice that

simmers with potent sensuality. His calm demeanor, steady gaze, and unwavering faith that he is on the path the Prophets have chosen for him provide a nice counterpart to Kira's often fiery temperament, outspokenness, and her ambivalence about Bajor joining the Federation. She is struggling with what Bajor is evolving into, and the ideal she clung to during the occupation is proving to be much more complex and confusing. In Bareil, Kira perhaps finds a stable influence, as well as a requited love. It is Bajor's future that brings the two together and which will, ultimately, tear them apart.

## First meeting

Kira Nerys and Bareil meet for the first time when the Vedek comes to *Deep Space Nine* following the destruction of the station's school by Bajoran religious fundamentalists, who object to the secular

## KIRA & BAREIL

DATE: 2369

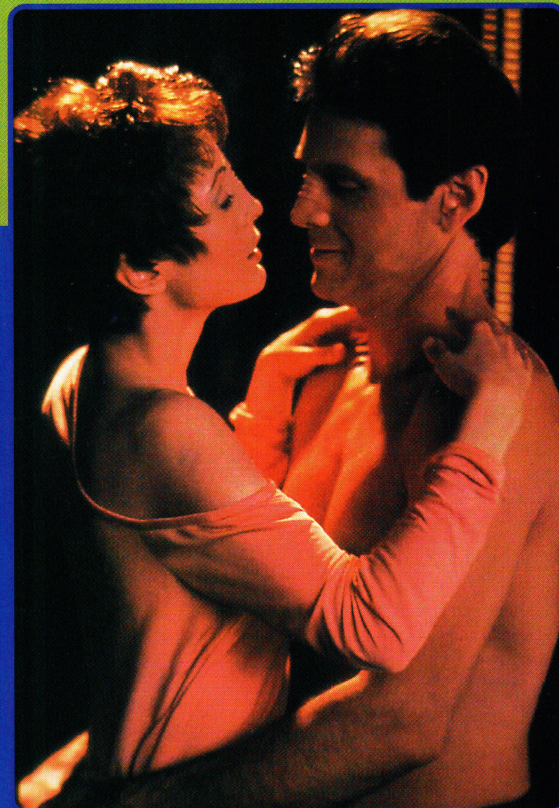
EVENT: Vedek Bareil first visits *Deep Space Nine* and meets Major Kira Nerys.

DATE: 2370

EVENT: Kira investigates allegations that Bareil was a Cardassian collaborator.

DATE: 2371, Stardate 48498.4

EVENT: Bareil is seriously injured in a transport ship explosion. The injuries eventually kill him.



▲ Luckily for Kira and Bareil, the Bajoran religion does not insist on celibacy. While dedicating his life to following the path of the prophets, Bareil is still free to pursue a different kind of path with a woman who shares his passion for both his planet and his spiritual beliefs.

teaching, and the suspicious activities of his rival for the position of Kai, Vedek Winn.

## Kindred spirits

The encounter with Major Kira clearly intrigues Bareil, for he returns to the station later and demonstrates his interest in her. At first distracted by station business, Kira finally responds to his overtures and they form an intimate and satisfying relationship. The only time conflict seems to arise between them is when they disagree about Bajor's path. This is hauntingly clear when it comes to Kira's attention that Bareil might have been a Cardassian collaborator during the occupation.

Because of her professional duty, and with Vedek Winn's insistence, the Major conducts a full investigation. When all the facts point to Bareil, she has no choice but to confront him. He denies nothing, and she is

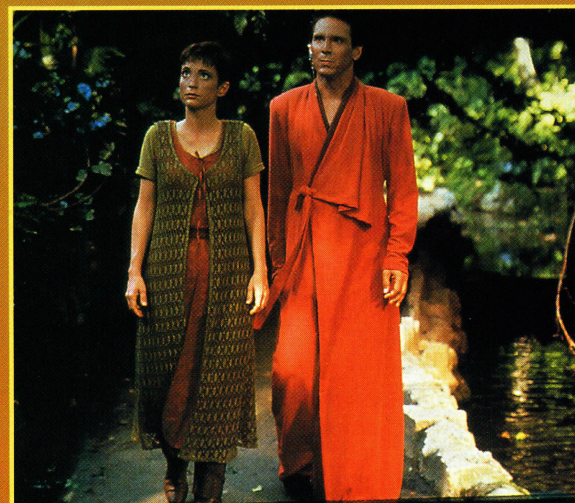
## ★ Sharing beliefs

In Vedek Bareil, Kira finds someone with whom she can discuss her concerns and uncertainties about Bajor's path into the future. The two find they can talk easily, and grow fonder of each other as they do so.



## ★ Appreciating natural beauty

Kira meets Bareil in his monastery's gardens. A deeply spiritual man such as the Vedek can just as easily appreciate the natural beauty of Bajor as the beauty of the young woman who has come to visit.





## Kira Nerys and Vedek Bareil

crushed, feeling betrayed. Given time, she realizes she knows Bareil too well to believe that he could have ever betrayed his own people. She uncovers the truth, but too late to prevent Bareil from losing the election of Kai to Winn. But Kira and her lover reconcile, and he promises everything is as the Prophets willed it.

### Bajor comes first

It seems inevitable, though, that Bajor will eventually come between the lovers. When Bareil is seriously injured while trying to help conduct a final peace settlement with the Cardassians, his life hangs by a thread. He insists that he must continue to participate in the negotiations, even if it means losing his life. Kira understands his dedication but she

fears it will kill him. Never one to turn his back on his people, Bareil continues to advise Kai Winn on the details of the treaty as his body slowly, and painfully, succumbs.

Nerys stands by, helpless to prevent his suffering and unable to stop him from working on the treaty, a task Winn insists only Bareil can accomplish. The treaty will end years of strife and arguments between the Bajorans and their former Cardassian oppressors. It will go a long way toward healing the raw wound of the occupation, while the war reparations will help Bajor's economy recover more quickly. Kira knows this, and wants the treaty to succeed as much as Bareil and Kai Winn do, though it tears her apart to watch what is happening to the man who



### ★ Evil schemes exposed

**Vedek Bareil's aid in exposing Cardassian backing of 'The Circle', a terrorist group threatening DEEP SPACE NINE, saves Bajor and cements his relationship with Major Kira. In Vedek Bareil, Kira has found a valuable ally as well as a friend.**

brought laughter and love back into her life. Tragically, Bareil doesn't survive his ordeal, but the treaty is signed by both sides.

Alone with an unconscious Bareil, as the last hours of his life ebb away, Kira whispers all the things she never told him. Bareil helped heal his people, and guided them toward a brighter future. His remarkable ability to soothe

troubled souls appears to have worked on Major Kira Nerys's embattled spirit too. Though she now faces a future without him, it is with perhaps more optimism than she's ever felt. Bareil's faith in the Prophets has strengthened hers, and his abiding love for her has healed many of her wounds. In a sense, Nerys will carry Bareil's spirit with her always.

### ★ Love triangle

**When Lwaxana Troi comes to DEEP SPACE NINE suffering from Zanthi fever, her empathic powers have an odd effect on the station's crew. Kira Nerys finds herself on the receiving end of young Jake Sisko's crush. Kira is not interested in the boy's advances, and has eyes only for her handsome Vedek, but Bareil's attentions are focused elsewhere.**



### ★ Unrestrained

**Kira tells Bareil exactly how she feels about him, but he is less than responsive to her advances. Lwaxana's influence has caused him to fall for Dax.**



*"You just accepted your confusion, better than anyone I've ever known. That's when I came to love you."*

— Kira to Bareil

## A SAD FAREWELL

### Last moments

In 2371, Vedek Bareil accompanies Kai Winn to a secret meeting with Legate Turell of the Cardassian Central Command. The negotiations take a tragic turn when Bareil is critically injured in a transport ship explosion while traveling back to *Deep Space Nine*. Although Dr. Bashir is able to revive the Vedek long enough to enable him to help Winn complete the treaty negotiations, the side effects of the treatment prove fatal, and Bareil dies on Stardate 48498.4, shortly after the historic peace accord is signed. Kai Winn privately credits her brave and selfless colleague with making the treaty possible.



▲ **Kira spends Bareil's final moments by his bedside, letting him know how much she cares for him and how much she will miss him. She is losing a good friend as well as a lover.**



# Geordi's VISOR

By the 24th century, many medical conditions which would have severely limited the lives of people born in earlier times can be overcome by technology. Although born blind, **Geordi La Forge** is as capable of advancing through the **Starfleet** ranks as anyone, thanks to the development of the **VISOR**.

**G**eordi La Forge graduated **Starfleet Academy** with honors in 2357 and has since risen through the ranks to the position of **Chief Engineer**, first on the **Galaxy-class** starship **U.S.S. Enterprise NCC-1701-D** and, currently, on its replacement, the **Sovereign-class U.S.S. Enterprise NCC-1701-E**. He has achieved all of this while having been born totally blind.

Until 2371, Geordi's blindness is overcome not through medical surgery but by a unique device known as the **VISOR**, which is an acronym for **Visual Instrument and Sensory Organ Replacement**. This remarkable feat of bioelectronic engineering enables the wearer to see, though somewhat differently

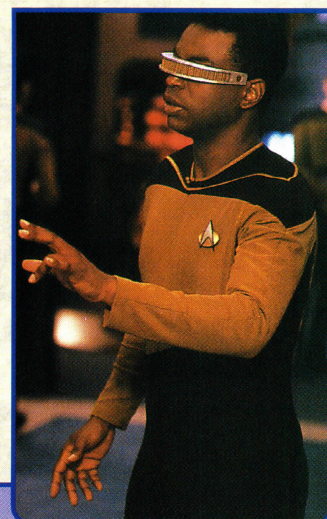
from normal human vision. The VISOR itself is not much larger than an ordinary pair of sunglasses, and is worn in the same manner.

## How the VISOR works

The VISOR attaches at the temples via implants which connect directly to the brain. It permits the user to see not only visible light, but across an expanded range of the electromagnetic spectrum, including both infrared and radio wave bandwidths.

Unfortunately, for all its benefits, the VISOR is not without its disadvantages. Although the instrument allows its wearer to see, it is painful to use. The pain, though quite pronounced in the beginning, does become bearable

Over the years, **Geordi La Forge** has proved to be a valuable officer. The development of visual aids such as the **VISOR** ensure that everyone is able to reach their full potential, benefitting **Starfleet** as well as the individual.



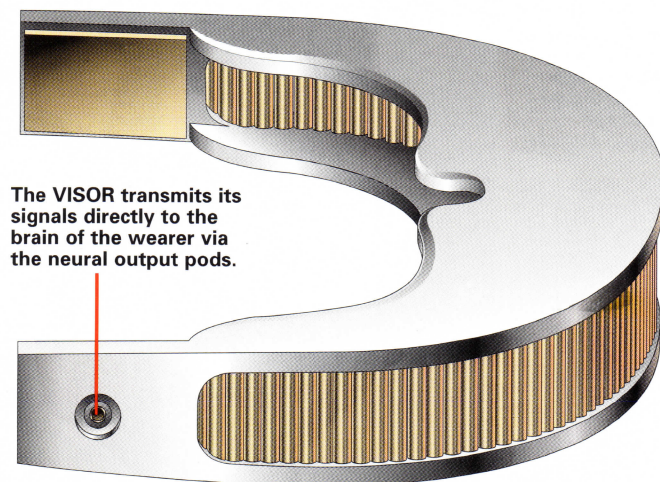
as the wearer gradually gets used to it and, eventually, becomes more like a dull ache. Athletes often go through similar discomfort

In 2370, **Geordi's VISOR**, with its subspace field pulse, plays an important part in allowing **Worf** to experience a series of different realities.

**1 Construction** The VISOR user has to be able to wear the device for several hours at a time, and in any situation. It is therefore relatively light and sturdy.

The tubular receptors increase surface area and allow for more information to be collected.

The VISOR is designed to match the contours of the wearer's face.



The VISOR transmits its signals directly to the brain of the wearer via the neural output pods.

**2 Fitting** The VISOR is moulded to match the shape of the wearer's head. This ensures a safe and secure fitting.

The internal workings of the VISOR are concealed, giving protection against the environment and minimizing the chance of a malfunction.

**3 Durability** The VISOR must be capable of functioning in all conditions, ensuring the wearer is never at a disadvantage compared to personnel with natural vision. The construction is therefore very durable and the technology is not easily damaged.



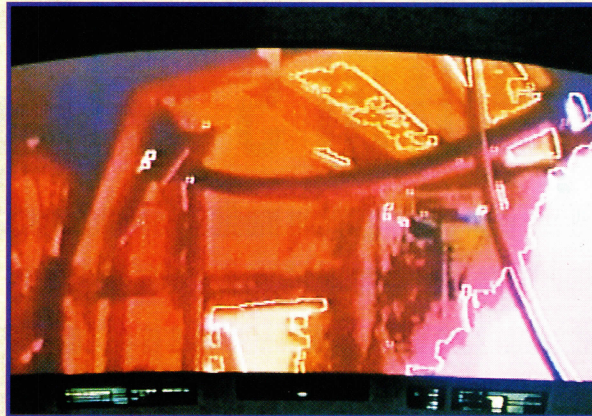


## Geordi's VISOR



▶ To those used to natural vision, the view through a VISOR can be difficult to interpret. Colors are seen differently, and shapes are hard to distinguish.

▶ The differences are attributable to the broader range of wavelengths the VISOR accesses. As well as the human spectrum of visible light, a VISOR wearer can also 'see' ultraviolet, infrared and radio waves.



in their pursuit of their chosen way of life, and the disadvantages of wearing the VISOR are considered a worthwhile price to pay for the pleasure of being able to see.

## Seeing through the VISOR

The **Visual Acuity Transmitter** is engineered as an attachment to the VISOR, which enables others to see the same images as the VISOR wearer, including those beyond the normal human range. However, this has advantages and disadvantages. The device is successful in that it faithfully transmits the input from the VISOR to a viewscreen, but the images are virtually impossible for others to interpret, appearing as little more than a swirling mass of colors.

Indeed, the VISOR provides such a complex and broad-based input into the brain that the user must concentrate to focus on one

area. As Geordi La Forge explains it to **Captain Jean-Luc Picard** of the *Enterprise*, his experience is like hearing all the voices and noise in a crowded room. We learn, through trial and error, how to filter out the unwanted sounds and to focus on a particular voice. In much the same way, one can learn over time how to see a particular image out of the flood of information that is being transmitted to the brain through the VISOR. It may well be this very intense focusing ability that has enabled Geordi to master the complexities of warp engineering and other starship systems.

Just as Geordi has, others have accepted the VISOR as a normal part of the Chief Engineer's life, giving it no more thought than if he were wearing glasses or a hearing aid. This is demonstrated by the fact that Geordi enjoys the

senior officers' weekly poker game on the *Enterprise*. Even though his VISOR allows him to detect bluffing and see opponents' cards in the ultraviolet spectrum, he has never 'peeked' until a hand was over. The fact that his crewmates have accepted him into the game is evidence of the high regard they place on their friend's integrity.

## The VISOR as good and evil

There are times when the VISOR, which can alert Geordi to otherwise 'unseen' dangers, can become a dangerous burden.

The **Romulans** are able to use Geordi's neural implants to gain direct access to his visual cortex. This technique enables them to provide filtered information that nearly causes Geordi to murder the Klingon governor **Vagh** in 2367.

The plot is thwarted, but Geordi

is left with a feeling of vulnerability he has not known before.

## Replacing the VISOR

On **Stardate 42411.2**, Geordi is offered the possibility of relinquishing his dependence on the VISOR by the *Enterprise's* Chief Medical Officer, **Dr. Katherine Pulaski**. She tells him that it is possible to install optical devices which would look like normal eyes, while still giving him almost the same visual range as the VISOR. It is a tempting offer, but Geordi decides against it.

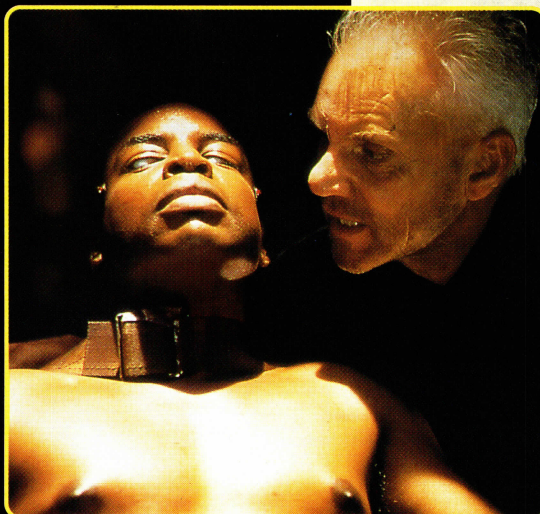
La Forge eventually undergoes surgery in 2371, replacing the VISOR with ocular implants which appear more like 'normal' eyes and eliminate the pain suffered by wearing a VISOR. The implants continue to provide Geordi with a wider spectrum than natural vision.

## DANGER FROM THE ENEMY

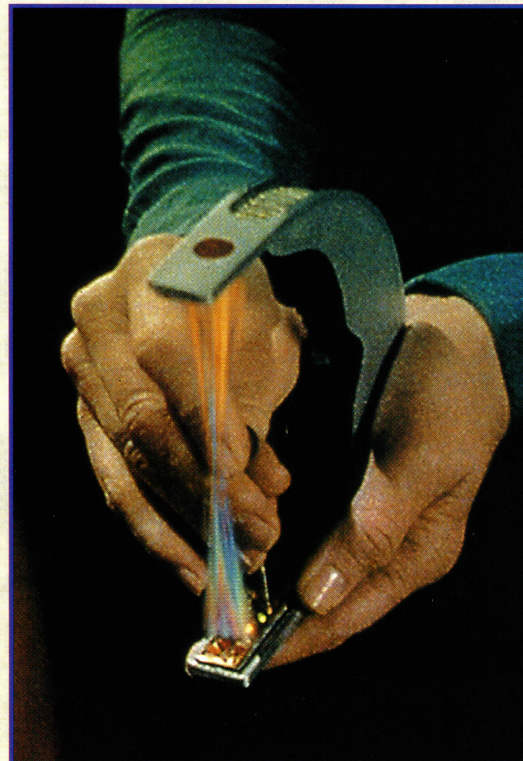
## Abusing the VISOR

The VISOR is a wonderful invention which enriches the life of its wearer, but it is still a piece of machinery which, like any mechanical device, can be abused in the wrong hands. Geordi La Forge has found himself on the receiving end of such evil schemes twice, once by the Romulans and once by the Klingon Duras Sisters. The Romulans are able to brainwash Geordi by using the VISOR attachments in his temples to reach into his mind. The Klingons make modifications to the VISOR which enable them to see the same images as Geordi, allowing them to spy on the *U.S.S. Enterprise NCC-1701-D* when he returns there. Unfortunately, the knowledge the sisters gain from this scheme plays a part in the *Enterprise's* eventual destruction.

▶ The evil **Dr. Tolian Soran** does not realize how useful Geordi's VISOR can be when he first takes the Chief Engineer hostage, but its potential as a spying device is soon discovered.



▶ The VISOR operates on a subspace field pulse and can be manipulated for various uses, good or bad. The Romulans try to use Geordi's VISOR to tap into his visual cortex for devious means.







# 'Q Who'

When Captain Picard refuses Q's request to join his crew, it has greater consequences than he could ever imagine. In a fit of pique, Q sends the *U.S.S. Enterprise* across the Galaxy to confront the Borg, a deadly race of cyborgs who will become the Federation's greatest enemy.

## CAPTAIN'S LOG SUPPLEMENTAL

"We have been attacked, without provocation, by an alien race which Guinan calls the Borg. It appears that we have neutralized their vessel. Commander Riker is leading an away team in an attempt to learn more about them."

Captain Jean-Luc Picard walks out of a turbolift – straight into a shuttle with Q at its controls. Q had agreed not to trouble the *U.S.S. Enterprise NCC-1701-D* again, and using this shuttlecraft is his way of getting around his promise. He tells Picard that he has something he wants to discuss with him, but the Captain refuses to talk.

Guinan has sensed that something is wrong, and contacts the bridge to ask if everything is alright. The bridge crew soon discover that both Picard and Shuttle 6 are not on board. Riker begins searching for the missing shuttlecraft.

### Q's request

On the shuttle, Picard eventually agrees to talk to Q, if they are returned to the ship. All at once Picard finds himself in **Ten-Forward**, but Q is unhappy to discover that Guinan, whom he appears to know, is also there. Before matters get out of hand, Riker and Worf arrive from the bridge. Q greets them both and explains what this is all about – he wants to join the crew.

Picard turns him down flat: Q's attitude is not appropriate for a **Starfleet** officer, and besides, in what capacity would the omnipotent Q serve? Infuriated, Q tells Picard how much the *Enterprise* needs him: the Galaxy is far more dangerous than the **Federation** imagines. Picard responds that they are more than ready to meet the challenge. Q disagrees and, to prove his point, sends the *Enterprise* 7,000 light years through space. He then disappears.

Guinan tells Picard that her people have been in this part of space, and that if she were him, she'd head for home at once.

Picard, however, is intrigued by this unexplored sector, and feels compelled to explore before setting a course for home.

The *Enterprise* detects a planet where something seems to have scooped up all the machine elements. Less than a year earlier, the crew had encountered exactly the same kind of damage on a number of planets bordering the **Neutral Zone**. They soon detect an unusual ship: Data reports that it is strangely generalized in design, and doesn't seem to have a bridge. Picard tries to hail this new vessel, but there is no response. When he asks Guinan if she recognizes it, she tells him that it is a **Borg**

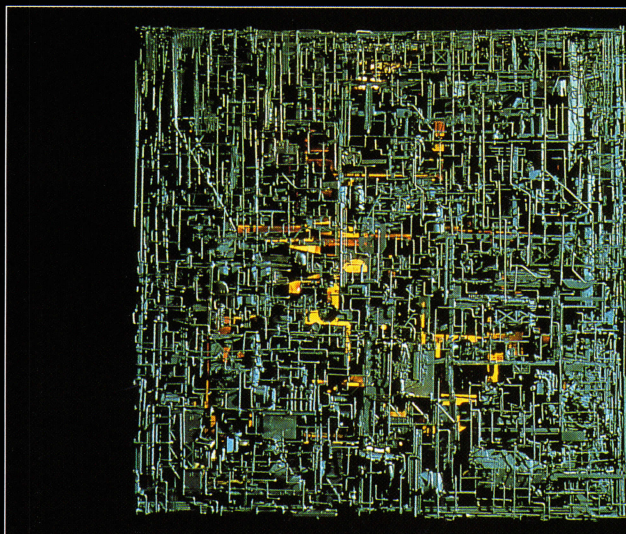
## ON SCREEN...



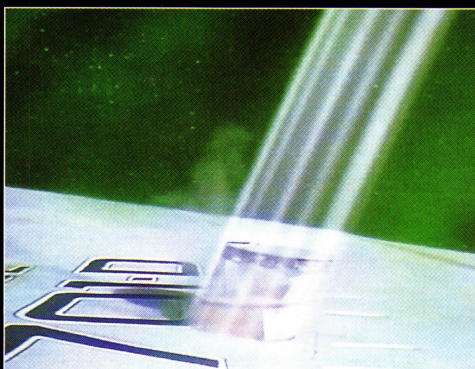
1 Q keeps his promise not to trouble the *STARSHIP ENTERPRISE* again – just. He takes Picard to a shuttlecraft, well away from the ship.



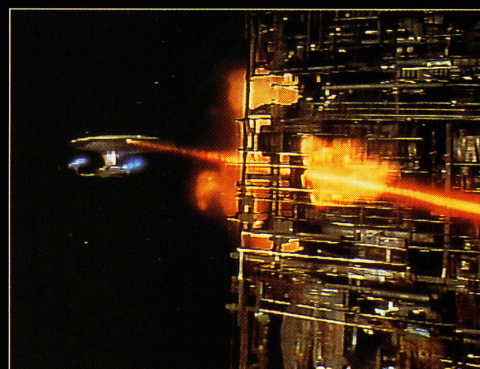
2 When Picard refuses Q's request, the *ENTERPRISE* is thrown 7,000 light years across space. Q claims that he wants to show the Captain how dangerous the Galaxy is.



3 In this new, unexplored region of space, the *ENTERPRISE* soon encounters a mysterious ship. The cubic vessel has a generalized design, with no indication of any bridge or control center. Guinan tells Picard that the ship belongs to the Borg, a ruthless race of cyborgs who will destroy the *ENTERPRISE* if they are given a chance.



4 The **BORG CUBE** attacks the *ENTERPRISE*. During the battle, the Borg cut out a section of the *ENTERPRISE*'s hull, killing 18 crew members.



5 Picard orders Worf to fire everything he has at the source of the tractor beam. The tactic appears to be successful, damaging 20 percent of the **BORG CUBE**.







## 'Q Who'

ship, and that if he doesn't protect the *Enterprise* it will destroy them.

A mysterious figure, which appears to be as much a machine as a life form, materializes in Engineering and starts to examine the consoles. Picard takes a security team down there, and Q also decides to join them. He tells Picard that his visitor is a Borg scout. As they talk, the Borg accesses a console. One of the security officers tries to stop it, but the Borg brushes him aside. Worf fires his **phaser**, downing the intruder, but as soon as it has fallen, another Borg appears and takes its place. This Borg is equipped with a personal shield against which the phaser is useless. When the intruder has finished working on the console, it takes some components from its fallen comrade and disappears.

The Borg hail the Federation ship. Their message is simple – they have analyzed the *Enterprise*, and her defenses are inadequate; if the crew resist they will be punished. Troi says she cannot sense a single mind: the Borg seem to have a Collective Consciousness.

### Devastating attack

The Borg ship locks on to the *Enterprise* with a tractor beam and starts to pull her in. The *Enterprise's* shields fail and her weapons seem to be useless. Suddenly, a beam shoots out from the Borg ship and slices a section out of the hull, and a separate beam tractors it away. Picard orders Worf to fire everything he has at the source of the tractor beam. The tactic is successful, but 18 crew members have been lost. Sensors show that 20 percent of the Borg ship has been damaged.

Guinan tells the senior staff that the Borg are partly organic and partly artificial. Q also appears, and informs them that the Borg are only interested in consuming the technology of other races.

With the shields restored and no sign of life on the Borg ship, Riker suggests a reconnaissance mission. Picard agrees, and Riker takes Worf and Data with him.

On the Borg ship, the away team find that the Borg are alive but in some kind of stasis. The huge ship is filled with sleeping Borg, and the few active cyborgs ignore Riker and his people, whom they obviously don't see as a threat. As they explore, Data discovers that the ship is regenerating. Picard beams the away team back at once and heads away from the Borg at **warp 8**. The Borg ship follows, and even at warp 9.65 it is clear that it will soon overtake the Federation ship. The *Enterprise's* weapons are useless.

Q appears on the bridge and explains that the Borg are relentless. They will pursue the

*Enterprise* until her engines fail. As if to prove Q's point, the Borg fire a weapon that disables the *Enterprise's* shields and lock a tractor beam on to the fleeing ship.

With time running out, Picard admits that Q was right, and that they were not ready to face the Borg. Impressed by Picard's

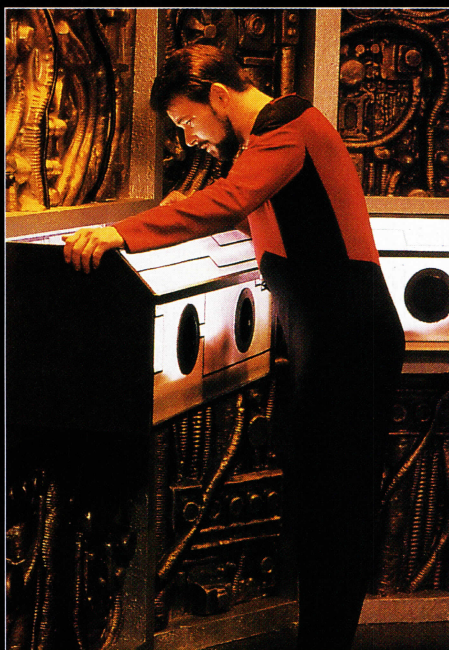
honesty, Q returns the *Enterprise* to its original position, safe from the enemy.

Later, in Ten-Forward, Picard discusses what has happened with Guinan. Perhaps Q did them a favor. The Borg will be coming; at least now they know they have to prepare for what lies ahead.

### ON SCREEN...

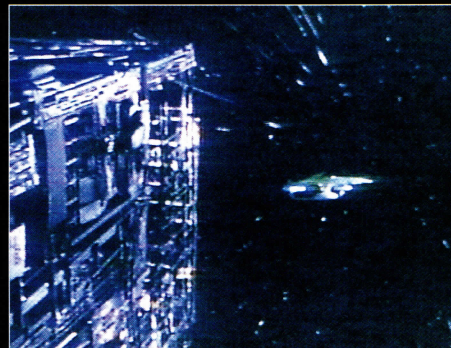


**6** Q gives Picard more information about the Borg. He tells the Captain that the Borg are unstoppable, and cannot be reasoned with.

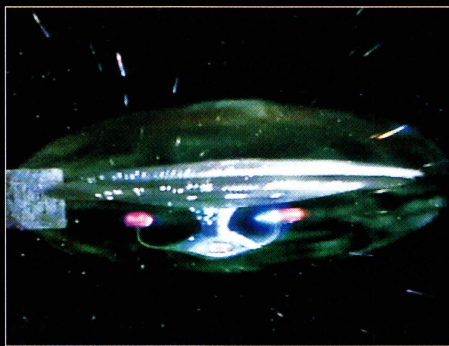


**7** Beaming aboard the Borg vessel, Riker and his away team discover thousands of inactive Borg units. The Borg completely ignore the Starfleet officers.

**8** During their investigation, the away team discover a Borg nursery. The aliens are born humanoid, but start to add machine parts almost at once.



**9** The regenerated BORG CUBE pursues the U.S.S. ENTERPRISE. Even at maximum warp the Federation ship is losing ground. According to Q, the Borg are relentless and will pursue the ENTERPRISE until her engines fail.



**10** The BORG CUBE attacks the ENTERPRISE with a weapon that drains her shields, leaving Picard and his crew helpless.



**11** Captain Picard begs Q for his help. Deeply impressed by Picard's willingness to admit defeat, Q sends the ENTERPRISE back to its original location.

### STARSHIP FACTS



Guinan tells the U.S.S. *Enterprise* crew that the Borg destroyed her people, the El-Aurians.



# 'Blood Oath'

Dax is reunited with three great Klingon warriors. Kang, Koloth, and Kor may have aged since they faced James T. Kirk, but they are still formidable adversaries, and after 80 years they are determined to complete their revenge — with or without Dax's help.

## 'BLOOD OATH'

"Eighty years ago there was a band of depredators led by an Albino, raiding Klingon colonies. Three Klingon war-ships were sent to stop them. Their mission was successful, but the Albino escaped, and promised to take revenge on the firstborn of each of the captains. A few years later he kept his word." — Jadzia Dax

**Q**uark calls Odo to evict an unruly Klingon from his holosuite. When Odo turns the power off, the furious, elderly Klingon drunkenly breaks out, ready to kill Quark. Odo calms him down and puts him in the cells, to sleep until he sobers up.

Soon, another Klingon, **Koloth**, arrives in Odo's office. Odo is prepared to release his guest, **Kor**, into the newcomer's custody, but when Koloth sees his companion's drunken state he says that Kor has disgraced their purpose, and that he will not go into battle with a drunkard.

Later, in **Ops**, Odo tells **Kira** about his experiences. **Jadzia Dax** overhears and insists that Odo take her to the cells at once. There, she explains to Kor that she was once **Curzon Dax**, and the elderly Klingon embraces her as a long-lost comrade.

## Warriors reunited

Dax and Kor find Koloth in **Quark's** bar. The three are soon joined by another old Klingon, **Kang**, who tells them that he has finally found the **Albino**.

Kang tells the others that seven years earlier he had found one of the Albino's discarded wives. Although she had been too frightened to talk to him then, when she died three months ago she sent him information that led him to their enemy.

Later, Kang discusses the situation with Dax. Because of past failures, he had been unwilling to risk **subspace** communication and did not know that Curzon had died. Dax tells him that Curzon was never as honored as when Kang made him godfather to his son. Kang nods, but tells Jadzia that she is not bound by Curzon's oaths.

In **Ops**, Dax asks Kira what it is like to kill. Worried, Kira persuades her friend to tell her what is going on. Reluctantly, Dax tells her how she came to know the three Klingon warriors and why they are bound together.

Eighty years ago, a band of depredators, led by an Albino, were raiding Klingon outposts. Three Klingon ships were sent to stop the raids. One of the captains, Kang, was a close friend of Curzon Dax. The Klingons succeeded, but the Albino escaped, and swore revenge on the three captains. A few years later he managed to infect each of the captains' firstborn children with a genetic virus that killed them. Kang's child was also

## ON SCREEN...



**1** Koloth has come to DEEP SPACE NINE to meet with Kang and Kor. He is disgusted to find a drunken Kor in Odo's cells, and leaves his friend to fend for himself.



**2** As soon as Dax learns that Odo has a Klingon named Kor in custody, she rushes to see him. When she explains who she is, Kor greets her with open arms.



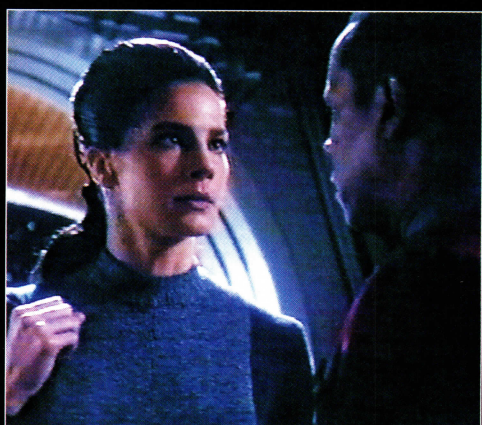
**3** Kang has finally found the Albino and has called the others together to avenge the death of their sons. He did not expect to find that Dax is now a woman.



**4** Dax explains the situation to a concerned Major Kira. Although it was Curzon, not Jadzia, who knew the Klingons, she still feels obliged to help them.



**5** Dax's skill with the bat'leth finally convinces Koloth that she is a worthy ally, but she still has to persuade Kang to let her join the Klingons on their quest.



**6** Dax disobeys Sisko's orders to join the Klingons. However immoral her actions may seem to her friend, she has sworn an oath to avenge her godson's death.







## 'Blood Oath'

Dax's godson and, together with the three captains, she swore a blood oath to avenge the children's deaths. The Klingons may not expect Jadzia Dax to honor Curzon Dax's oath, but she feels the debt in her heart.

Dax finds Koloth in the holosuites and tries to persuade him to let her help them. Koloth is dismissive – as far as he is concerned this young female will be a liability. Dax creates a **bat'leth** and fights Koloth. The battle is long and hard and, although Koloth beats her, he is impressed with her fighting skills and agrees that she can join them.

Persuading Kang is harder, but when Dax tells him that by forcing her to remain behind he is dishonoring a comrade, he finally relents.

As Dax packs, **Sisko** comes to her quarters to deny her any leave. He will not help her to commit murder. Dax tells her friend and commander that she swore an oath, and disobeys his orders to join her Klingon companions.

### A glorious battle

On his ship, Kang tells the others about the Albino's compound. He says that the defenses are inadequate – there are only 40 men and they are posted too far apart to maintain tight security. When Dax suggests that the Klingons may have been fed false information, Kang insists on a frontal assault. Kor and Koloth leave to sharpen their blades while Dax confronts her old friend. She is convinced that Kang is seeking his death in battle and, under pressure, he admits that he has already contacted the Albino.

The Albino is also tiring of their ages-old conflict and has offered one final battle. He will pitch 40 of his best men against the Klingon warriors. Kang knows there is no chance of victory, but at least they will die an honorable death. Dax tells Kang that he is too fond of death, and suggests a way to even the odds. She can bombard the compound with **tetryon** particles from orbit, disabling any directed energy weapons.

On the planet's surface, Dax's **tricorder** shows that the Albino has broken the agreement by planting mines. Once Koloth has taken a prisoner who confirms that the Albino is actually inside the compound, the four friends mount their attack.

Dax creates a diversion while the Klingons take out the power. With their weapons useless, the guards are easy prey for the Klingons, who soon break into the Albino's inner stronghold. During the fierce battle Koloth is killed and Kor is badly wounded, but Kang makes it through to fight the

Albino. Kang has the upper hand, but at a critical moment his **bat'leth** breaks, allowing the Albino to strike a fatal blow.

As the Albino turns to leave, Dax steps into his path. She holds her **bat'leth** at his throat, ready to kill him. The Albino taunts her, telling her to end his life as she has

sworn to do, but Dax stands immobilized.

Pulling himself up from the ground, Kang plunges a knife into the Albino's back, finally killing his ancient foe. He thanks Dax for saving this last blow for him. Then, his revenge complete, the Klingon warrior breathes his last and falls to the ground.

### ON SCREEN...



**7** Unlike her companions, Dax is not ready to embrace death. She disables the guards' weapons from orbit and creates a diversion while the three Klingon warriors disable the power supply.



**8** The Albino has been running from his enemies for decades. When he hears the explosion, he realizes that they are mounting their final assault. He has planned for this day.



**9** With their energy weapons disabled by a tetryon beam, the Albino's guards are no match for the Klingon warriors, who cut through them with their bat'leth. The Klingons soon penetrate the inner stronghold, and confront their ancient foe.



**10** Even these skilled warriors cannot defeat 40 men without being injured. Koloth is the first of the Klingons to fall. Kor rushes to his companion's aid, but he is too late. Koloth dies with honor, falling in battle as a true warrior should.




**11** The Albino downs Kang with a fatal blow, but before he can escape, Dax stops him with her bat'leth. After 80 years, she has her enemy's life in her hands.



**12** Kang's blow finally dispatches the Albino. With his last breath, the ancient warrior thanks Dax for allowing him to take his revenge.

### STARSHIP FACTS

 Kang, Koloth and Kor all had encounters with the original **U.S.S. Enterprise** and her captain, **James T. Kirk**, earlier in their careers.





FILE 79 STAR TREK: FIRST CONTACT

# STAR TREK: FIRST CONTACT Part 3

Trapped in the past, problems are mounting for the crew of the *U.S.S. Enterprise NCC-1701-E*: the Borg are moving through the ship and assimilating her crew. Meanwhile, on Earth, enlisting the help of the legendary **Zefram Cochrane** is proving more difficult than expected.

## FIRST CONTACT

"If we do tell him the truth ... you think he'll be able to handle it?"

– Commander Riker

"If you're looking for my professional opinion as ship's Counselor ... he's nuts."

– Counselor Troi

In the makeshift tavern at the missile complex, **Commander Will Riker** finds a drunken **Deanna Troi** leaning against the bar. She cannot hear him yell her name over the Roy Orbison tune blaring from the jukebox, so Riker unplugs the machine – only to have a liquor bottle shatter against a post next to him. **Zefram Cochrane**, also plastered, does not appreciate having his music turned off.

Slurring noticeably, Troi introduces the two men, and then warns Will that they have to forget the timeline and tell Cochrane the truth – before he makes her drink any more tequila. Riker reluctantly agrees, as the seemingly-oblivious Cochrane restarts the music and begins a wobbly dance.

On the *U.S.S. Enterprise NCC-1701-E*, the decidedly more sober **Captain Jean-Luc Picard** and **Lt. Commander Worf** lead their tense security teams along the corridors, heading for Engineering. **Lt. Commander Data** is suddenly aware that he is experiencing "anxiety", prompting Picard to suggest, enviously, that Data should deactivate his emotion chip.

Worf's team comes upon **Dr. Beverly Crusher** and the rest of the Sickbay crew crawling out of a hatch. She tells Worf that their 21st-century visitor, **Lily**, got separated from them, and is now wandering the ship with no idea of what's happening.

## Borg encounters

Picard's team passes numerous **Borg** drones, who ignore them. It takes all the fortitude the crew can muster not to fire at the menacing automatons. The Starfleet officers reach the Engineering door – but cannot open it. Their attempts, however, cause several Borg to finally perceive them as a threat. Worf's team opens fire, as does Picard's. The phasers take out a few drones, but these are replaced by others who quickly adapt their defenses and move relentlessly on the teams. Picard overrides the entry circuits, but when the door opens a Borg leaps on him. Data wrestles the Borg off the Captain, and breaks its neck – then throws another down the corridor, as Picard gives the order to regroup. Suddenly, Borg hands appear from within Engineering and grab, dragging the android into the room. The door slams down before Picard can reach him.

## ON SCREEN...



**1** Gaining Zefram Cochrane's confidence requires unorthodox methods. Drinking too much tequila is only one of them.



**2** Meanwhile, on the *U.S.S. ENTERPRISE*, Captain Picard and Lt. Commander Data prepare to face the Borg intruders.



**3** Whole sections of the *ENTERPRISE* are being restructured by the Borg to serve their own purposes. Humidity and temperature levels have risen to those normal for a Borg ship, and the corridors are lined with drones, but the intruders ignore the Starfleet personnel.



**4** Frightened and confused, Lily pulls a phaser on Captain Picard, whom she believes to be a soldier from a rival faction.



**5** Slowly, Picard gains Lily's trust. She is not really hostile, but unsure of her new surroundings, and a little overawed by them.







## STAR TREK: FIRST CONTACT Part 3

The security team continue their retreat, fighting off Borg as they go. But several members are captured and injected with Borg needles, instantly beginning the assimilation process. Picard is about to head into a hatchway when he sees a crewman on the floor, Borg tendrils snaking across his face. He begs the captain to help him, but all Picard can do is shoot him to end his suffering.

Scurrying through a **Jefferies tube**, Picard is grabbed from behind – by Lily. She gets hold of his **phaser**, and demands that he get her somewhere safe. Picard tries to reassure her, but she is determined, and terrified. The Captain tells Lily to follow him, and she does so, keeping the phaser on him.

In Engineering, taken over by the Borg, Data is splayed on a table, a cross between a medical patient and torture victim. **Drones** work relentlessly to undo his encryption of the main computer, but he assures them they will fail. Then, from somewhere above, a hauntingly seductive voice responds that she has heard those same brave words before. He is an imperfect being, the voice coos, and like all the other imperfect beings who are now Borg, it is only a matter of finding his weakness. With that, a high-speed drill begins to bore into Data's head.

## Revealing the future

Down at the missile complex, with no idea of the terror occurring aboard the *Enterprise*, Riker, Troi and **Chief Engineer Geordi La Forge** are patiently attempting to explain to Cochrane who they are, where they've come from, and why they're here. Cochrane is dubious to the point of mocking their 'heroic' stature. They finally convince him by showing him the *Enterprise*, drifting in orbit, through a telescope. Cochrane can't deny that he is seeing an actual spaceship – one that he is told his friend Lily is on.

The trio explain that Cochrane must make his warp flight in the morning, so that one of the most pivotal moments in universal history, **First Contact** with an alien race, will still occur. If it doesn't, the entire **Federation**, and with it the unification of humanity and alien species, will never exist. They can help repair the ship, but they need his guidance. Above all, they need him to pilot the **Phoenix**. Cochrane, still in a haze from all that's happened in the last few hours, hesitates. Then, much to the relief of the others, he affably decides, "Why not?"

## STARSHIP FACTS

Lily has never seen a phaser before. In the 21st century, the main weapons used still fire primitive projectiles, such as bullets.

The 'portals' of the *U.S.S. Enterprise* are forcefields rather than glass. Showing Lily technology such as this, which is yet to be invented in her time, helps to convince her that Picard's claims are true.

## ON SCREEN...



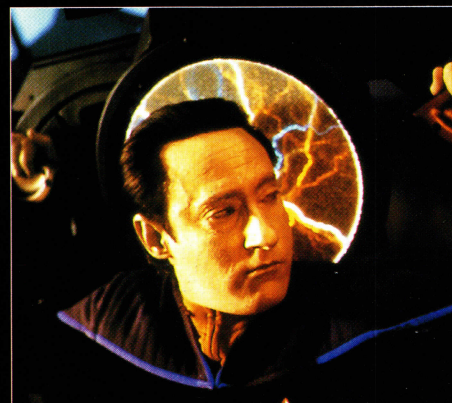
**6** Once Lily has calmed down, Captain Picard realizes that he has found a capable new ally. The woman from the 21st century is bright and resourceful.



**7** Main Engineering is entirely under Borg control, and has been turned into their main stronghold on the ship. It is here that they hold the captured Data.



**8** Data is strapped to a structure which closely resembles a torture device, and is surrounded by Borg drones. Data, an android who wants to be human, is the opposite of the Borg – organic beings who seek perfection through machinery. His unique capabilities make him extremely desirable to the Borg Queen.



**9** Data finds that he no longer has sole control over his emotion chip. The Borg switch it on, and he once again experiences real fear.



**10** Geordi focusses Zefram Cochrane's telescope on the *U.S.S. ENTERPRISE* in a final effort to convince him that what Commander Riker has told him is true.